#2 May / June 1987

$3.00

BATTLEPLAN

Mega-Variant Features In This Issue:

World In Flames - New Campaign Game plus 4th Edition and Optional Rules

Fallschirmjager - Complete Ambush Campaign Game

Also in This Issue:

New Scenarios For - Squad Leader ● Battlefront ● Cobra ● and Dauntless

New Variants For - Supreamacy ● A House Divided ● Cobra ● Luftwaffe ● Bismarck ● Wooden Ships & Iron Men ● War at Sea ● Napoleon's Last Battles Quad ● Hue ● Operation Badr ● Dunkirk 1940 ● and Richtofen's War

Plus the Gamer's Guide Classifieds

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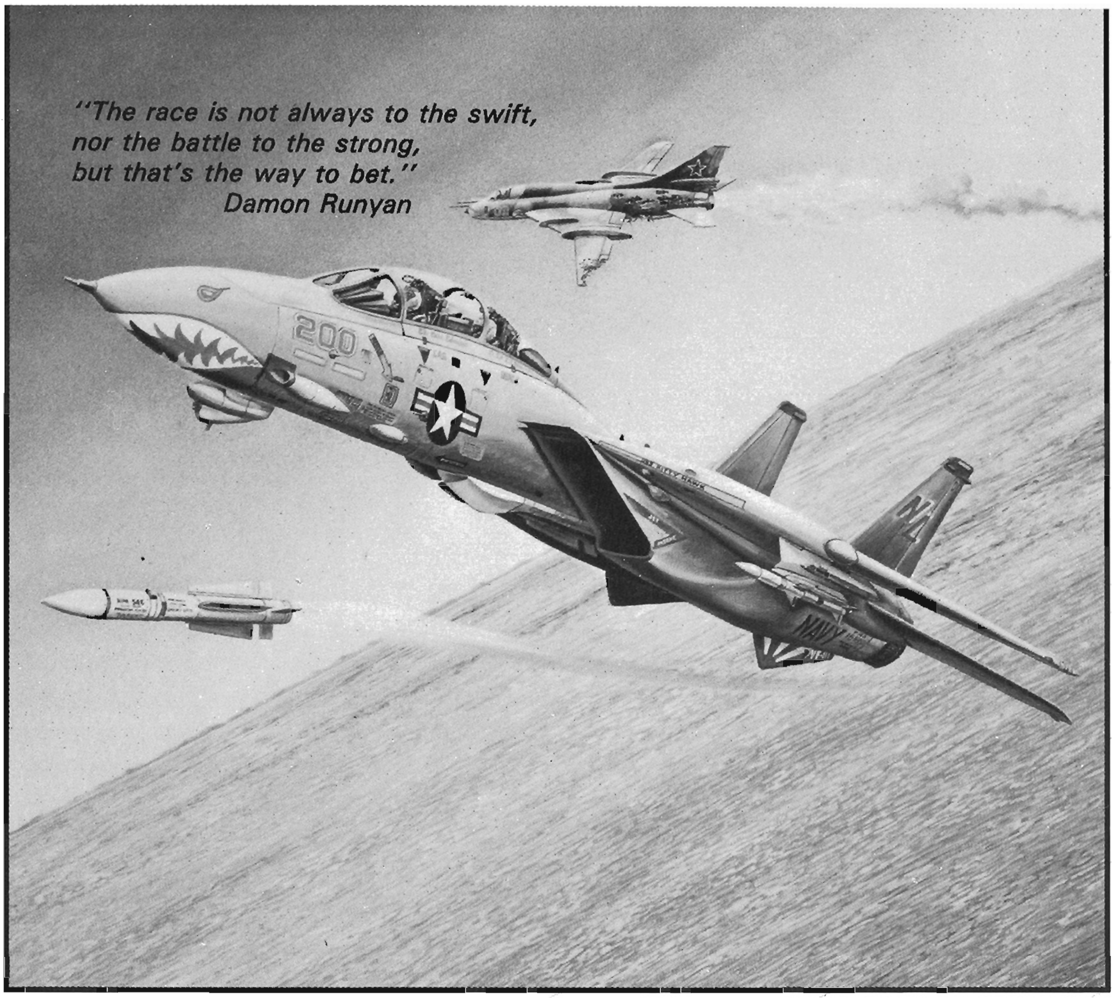

"The race is not always to the swift,
nor the battle to the strong,
but that's the way to bet."
Damon Runyan

AIR SUPERIORITY

MODERN JET AIR COMBAT

From Europe to Libya and the Far East, air power is applied as an extension of foreign policy or as an instrument of war—put yourself in the action where split second decisions make the difference between victory and defeat in *Air Superiority*!

The Rules: *Air Superiority* rules cover the basics of flight, gun combat, air-to-air missiles, radar, and electronic warfare, using the more realistic hex and hexside movement and direction system. The rules are organized in easy-to-learn sections, with scenarios that may be played at the end of each one. *Air Superiority* is of intermediate complexity.

The Hardware: Jet aircraft and their capabilities are the instruments for gaining domination of the skies, and *Air Superiority* puts you at the controls. Thirty aircraft are completely rated and ready to go, from the relatively outdated MIG-21 Fishbeds to the super-sophisticated F-19 Stealth Fighter.

The Components: *Air Superiority* is a boxed game containing 240 color aircraft counters for the combat aircraft of the U.S., Europe, and the Soviet Union. Thirty aircraft data cards present the game information about each unique fighter. There are four maps, plus a scenario booklet, briefing booklet and rules booklet.

Air Superiority is $22.00, available from your local hobby store or direct from GDW.

GDW Game Designers' Workshop
Since 1973
PO Box 1646, Bloomington, IL 61702-1646

BATTLEPLAN

May/June 1987 **Number 2**

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TWO FOR THE ROAD

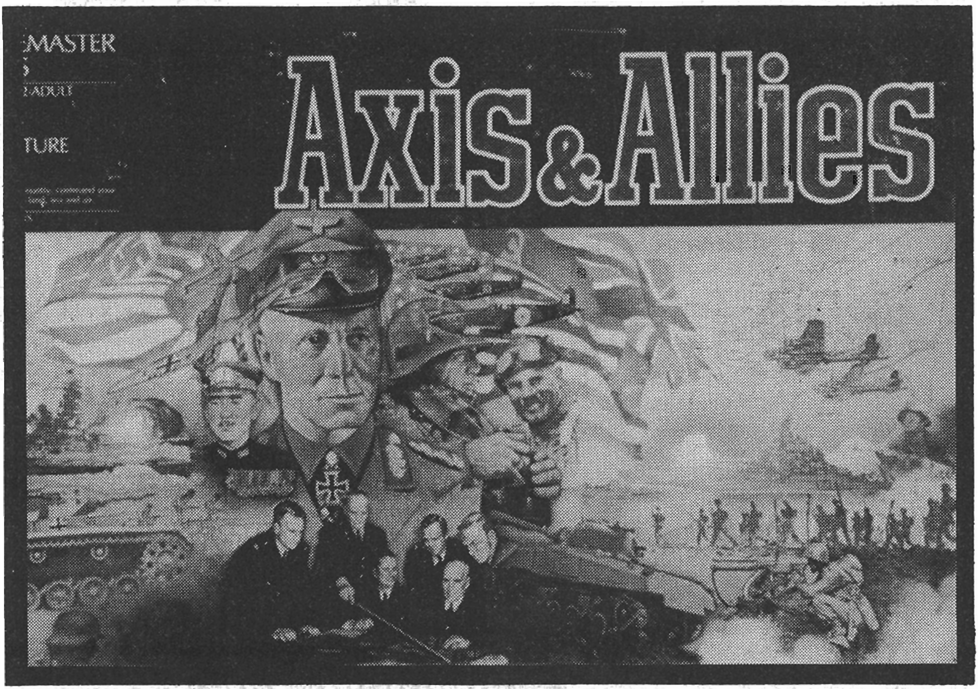
To begin with, your response to issue number one of *Battleplan* was most encouraging. One of our distributers quadrupled his standing order, two advertisers called and informed us of increases in sales directly attributed to their ads in issue number one, one retail store let us know that the first issue sold out the first day that he had it, and we've received many requests for subscriptions by people who have purchased the first issue.

This is most gratifying to the staff since it appears that we are answering your needs. However, one reader who gave the issue overall high marks did not read the entire issue. We surmise this from his reader response card. It's not good that he wasn't interested in the entire magazine, yet the fact that he rated the magazine so high based simply upon that which he was interested tends to speak for the quality of the whole magazine. Incidentally , he became one of the new subscribers.

Speaking of subscribers, issue #1, has completely sold out, so if you don't have a copy now, chances are you won't be able to get one. So, as an ad agency might say, "Subscribe now. Don't be left out." Also, issue prices are scheduled to increase in the near future. Subscribe now, beat the rate increase.

Now, in looking at this one is left with mixed emotions. Generally, it appears to be great, yet is there a way to make more of the articles appealing to a wider base of readers? Or, does it matter whether or not each and every article is relevant to each reader? We realize that this is an impossibility, but we would like to reach an optimum situation. Either way, you can believe that we care, and want your input.

Get in touch, keep in touch, and make *Battleplan* the magazine you've always wanted.



Along those lines let's discuss one of the features coming up in issue number three. This issue will feature **Axis and Allies** variants.

This is an idea we came up with at *Orrcon '87 (A large, local convention held in the Los Angeles area).* At the time we were playing **Axis and Allies** in a manner that our group considers to be standard. As it was a convention, there were some players unfamiliar with our group engaged in the game, and after a move or two they remarked that they had never played with this or that rule, but found them to be an improvement over the way they played it. They referred to variants that we'd been using for so long that we never thought of them as variants anymore.

During the remainder of the convention we were approached by others wishing to know the variants they had heard about, and, in some cases, telling various ones with which they had experimented. This happened frequently enough that it got us thinking that there were a lot of people with variants out there that no one was going to hear about. In fact, it appears that there may be more variants to this game than to any other of which we've heard. For this reason we thought that it might be a good idea to combine all the variants on which we can lay our hands under one cover.

To this response has been good, yet we don't feel that we have *ALL* the variants that are out there. So, let's get *your* variant in. Don't be left out. Imagine having five people you've never met, in a town you've never heard of playing *THEIR* game by *YOUR* rules! I don't know about you; but it sure excites me!

Needless to say, scribble down what you've got, get it to us within two weeks, and become famous and make a bit of money... Well, make some money..... Actually, don't do it for the money. We're talking a little bit of money. Well, do it in spite of the money. You'll be glad you did.

Squad Leader SCENARIOS

BLOCKING ACTION AT LIPKI
Scenario 101
THRUST AND PARRY
BITTER DEFENSE AT OTTA
Scenario 203
LAST DEFENSE LINE
Scenario 205
THE ATTEMPT TO RELIEVE
SLAMMING
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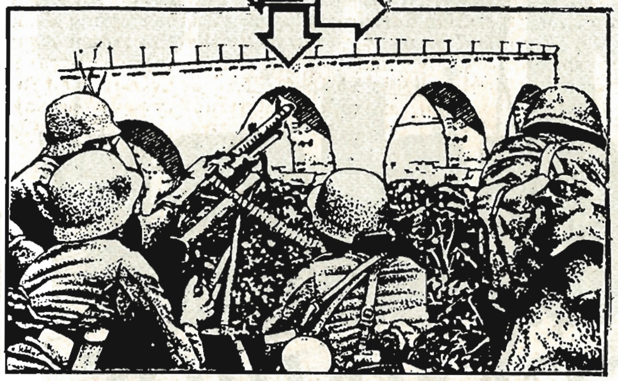
VICTORY CONDITIONS
TURN RECORD CHART
SPECIAL RULES
Board Configuration

Provided by ON ALL FRONTS the Squad Leader newsletter

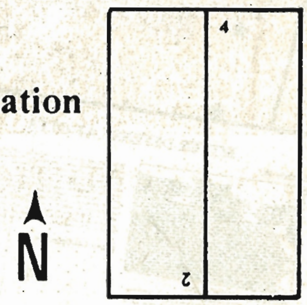
ON ALL FRONTS



COUNTERATTACK

ARNAVILLE, FRANCE, September 11, 1944: The Moselle River was the last major obstacle before Metz. While the bridgehead at Dornot was being beaten back another one was established at Arnaville by the 5th division. This one had to be held at all costs.

Board Configuration



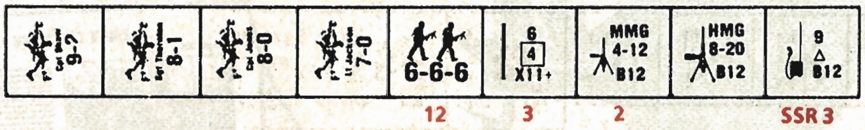
VICTORY CONDITIONS

If the German player has: 10-16 points it is a German win, 9 points is a tie, and 8-0 points is a U.S. win. See special rule #4

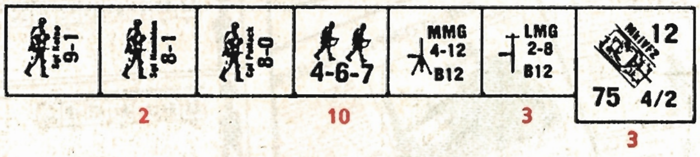
TURN RECORD CHART

☆ U.S. sets up first ✠ German moves first	1	☆ 2	3	4	5	6	7	END

The Americans, set up anywhere on board 2 and west of hexrow 8 on board 4 (whole hexes only).



The Germans, enter east edge of board 4 on turn 1.



SPECIAL RULES

1. There are no roads on board 4.
2. Use night rules for turns 1 & 2. Add 6 to the 2nd game turn's Night Visibility die roll.
3. The American receives two Fire Missions of 105mm off-board artillery. He may establish and maintain radio contact, but he may not place his artillery request counter, before game turn 2.
4. The German player receives 1 point for each squad exited off the west edge of board 2 within 2 hexes (inclusive) of I1, Q1, and /or Y1 by the end of the German Player turn of game turn 7. AFVs with functioning main armament are worth 2 points otherwise they are worth 1 point.

AFTERMATH: After probing attacks the day before, the Germans struck violently against the U.S. Forces. The Americans had no armor, but the timely arrival of artillery support blunted the German attack and forced them to withdraw.

Credits: Adapted for SL play by John Letts.
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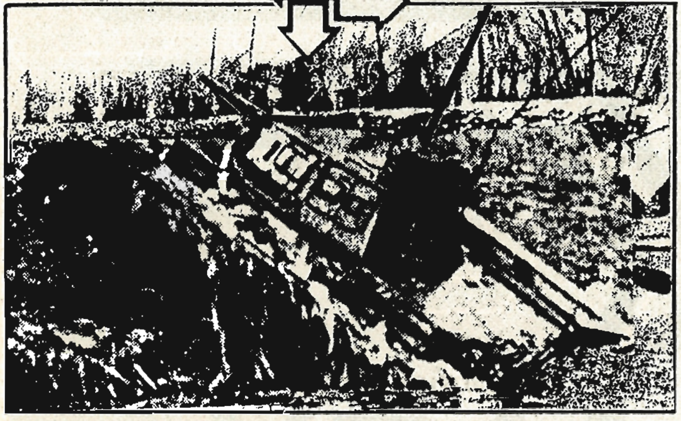
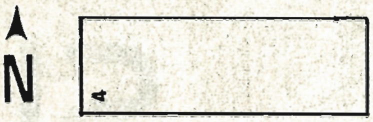
ON ALL FRONTS



VICTORY AT PRATULIN

SOUTH OF PRATULIN, POLAND, 22 June 1941: For many German units, Operation Barbarossa began with the crossing of the Bug River. For the 17th and 18th Panzer Division this crossing was accomplished by specially modified tanks. These tanks could travel underwater, at depths up to 15 feet. Originally designed for Operation Seelowe (the invasion of England) they were now deployed in Army Group Center's opening move across the Bug River.

Board Configuration



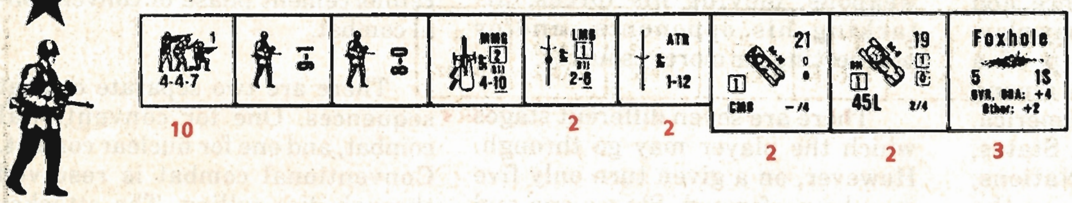
VICTORY CONDITIONS

To win, the German player must exit 20 points (A 26.3) off the east edge.

TURN RECORD CHART

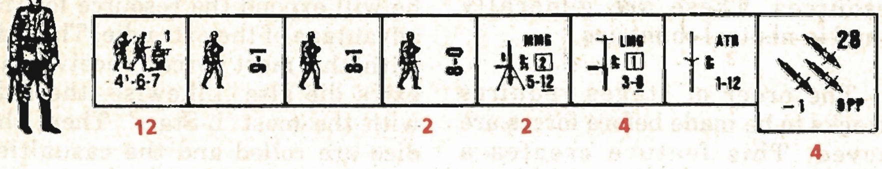
German moves first {120} ★ Russian sets up first {70}	✠ 1	2	3	4	✠ 5	6	7	8	END

★ **Mixed elements of the 14th Mechanized Corps [ELR 2], set up east of hex row M inclusive: {SAN 5}**



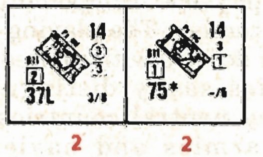
✠ **Mixed elements of the 1st Infantry Battalion and Motorcycle Detachment 18th Panzer Division [ELR 2]**

enter turn 1 on any west edge hexes: {SAN 5}



18th Panzer Division Reinforcements,

enter turn 5 on any west edge hexes.



SPECIAL RULES

1. Environmental Conditions are Moderate with on wind.

AFTERMATH: The initial German thrust outside of Pratulin was quite successful. The Russian frontier guards were completely surprised. Russian armored cars, however, had shown up and were harassing the German infantry's bridgehead until the amphibious tanks crossed the Bug River and attacked. Several armored cars went up in smoke while others fled. The Germans had succcessfully expanded their bridgehead by the end of the first day.

Credits: Original design by Jeffrey Sheilds. ASL adaptation by John Leets. Playtesting by the Southern California ASL Club.

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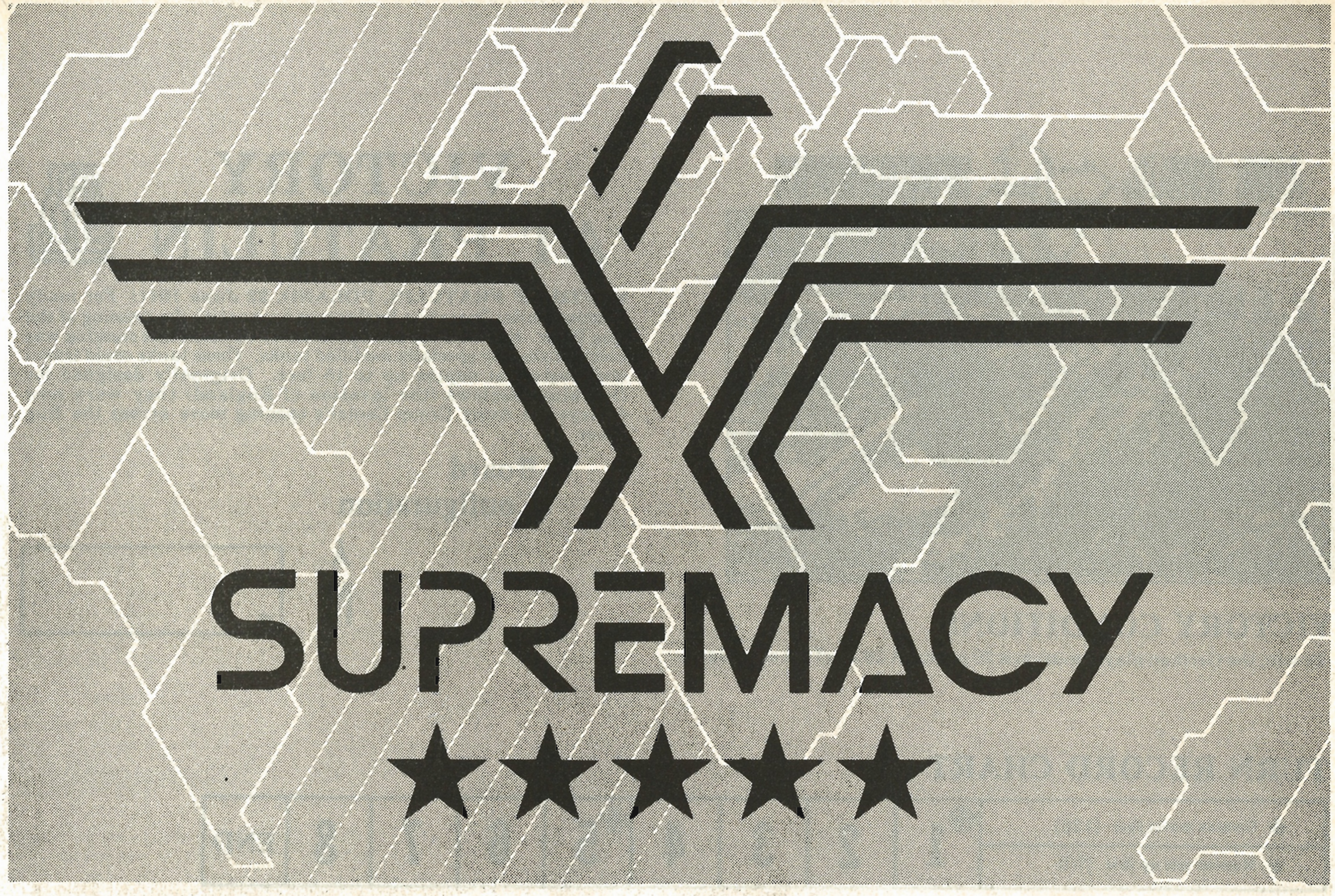


SUPREMACY

SUPREMACY, the game of the Superpowers, is a multi-player, family, board game which combines elements of diplomacy, finance, and combat. Two to six people may play. Each assumes leadership of a superpower, choosing from among the Confederacy of South America, the Federation of African States, the League of European Nations, mainland China, Russia, or the United States of America. The object of the game is to attain world domination by bankrupting, capturing, or destroying your opponents' nations.

The physical components are quite attractive. The playing board is clearly defined with colored home territories easily distinguished from grey neutral countries. The plastic armies and navies are simple to move and count. One Supply Center card is given to each player and is used to mark resource supplies available to him and contains information important to the play of the game. Black, plastic discs adorn the Supply Center cards and the Market Price chart on the game board. Black, plastic, mushroom cloud markers indicate successful nuclear attacks.

Each player spends his turn buying and selling resources, building armies, navies, and weapons, moving his forces, attacking his opponents, and/or prospecting for more resources.

There are seven different stages which the player may go through. However, on a given turn only five may be performed. Stages one and two are performed each turn, and up to three other actions may be chosen from stages three through seven. Stage seven offers the choice between buying resources at the market or prospecting for more resources. These are generally found in neutral countries.

The order of stages requires attacks to be made before forces are moved. This feature creates a realistic tension as forces remain poised through everyone else's turn.

Movement in **SUPREMACY** is limited by your available resources. Armies require one grain unit to march through each territory or they may be airlifted to any other location by expending two oil units. Navies may each carry up to four armies and move at the cost of one oil unit per each sea area entered. Movement occurs during Stage five, but may also occur during the reinforcement phase of conventional combat.

There are two separate combat sequences. One for conventional combat, and one for nuclear combat. Conventional combat is resolved through dice rolling. The attacker starts with one die, the defender with two providing the defender is willing to expend one unit of resources. If he wishes to hold onto the resource unit, he also starts with one die. However, most likely he will expend the resource for the advantage of the extra die. The side with the most forces receives an extra die also. Likewise, the side with the most 'L-Stars'. Then, the dice are rolled and the casualties are removed. The defender is then allowed to reinforce, followed by the attacker. At this point the defender is allowed to counter attack anyone, anywhere.

Nuclear combat is much less complicated. The aggressor selects a target and announces how many nukes he is firing. The defender rolls to see if his 'L-Stars' stop all the nuclear missiles. If not, all forces in the area are eliminated. In addition, if it is a land territory, a black mushroom cloud marker is placed and no one may inhabit or pass through the territory. The defender, if still in the game, may then counter attack.

This enjoyable game does have its faults though. Several minor flaws interrupt its flow. One of the major problems which can result is stalemate after stalemate. However some modifying and clarifying some of the rules can produce an exciting and thoroughly addicting game.

Resources consist of minerals, oil, and grain. They are bought and sold at the market. They may be sold at the prevailing market value during stage three. However, if the preceding player has left the market at rock bottom, this will not provide enough money to pay salaries, let alone attempt to expand or prospect. This leaves one at the mercy of the player to one's right, and leads to some fancy dealings to get that player to drive the market prices up. This reveals a minor flaw in the game. There are no incentives for anyone to buy at all during the game, except commodities offered by other players. In fact, since a player may choose between buying at the market, or prospecting for more resources, there is actually a handicap in choosing to buy resources. Selling is encouraged, as selling resources is the only way to obtain money from the bank. This drives the market down, where it remains until someone can be convinced to buy and drive the price back up for *the next player only!* A player who can't rely on the preceding player can be bankrupted with little effort in the first few rounds.

However, the biggest flaw in the game is the use of strategic nukes to put a player out of the game. For three of the home provinces only four nukes are necessary to eliminate that player. It is possible to have as many as twelve nukes in one's supply center, and common to have at least six. The only defense against nukes is 'L-Stars'. Each 'L-Star' has a five in six chance of shooting down one nuke. Keep in mind that firing two nukes at a player with one 'L-Star' assures that at least one nuke will get through. Only one nuke is necessary to obliterate a territory, destroying any troops or companies within, and removing that area from play. Do this to all of a player's home territories and he is out of the game.

In an attempt to prevent this, there is a "nobody wins" condition which dictates that on impact of the twelfth nuke the world is destroyed and the game ends. As accurate as this may be, it enables any player dissatisfied with his position to end the game for everyone. This ability, tends to take the fun out of the game since much time can be expended with no winner declared.

VARIANTS

Frozen Market (each round)

This is an attempt to remedy the market wherein everybody sells, and nobody buys while the market stays at rock bottom. In this variant, sales and purchase movements on the market are recorded with another color marker, but the price remains constant through one entire round of play. After the last player has finished his turn the market is changed to its new value where it remains for another round. This means that on the first turn *everybody* is able to sell resources at 500 million dollars. A frozen market eliminates the advantage, or disadvantage, passed on from player to player. Each player now has a say in determining the market for himself, albeit in the next turn, and subject to other players' actions.

Frozen Market (each player)

Same as above except the price is adjusted after each player's turn. This variant is not as satisfactory as the **Frozen Market** variant, but is an alternate if the above is too radical.

Graduated Market

When buying or selling resources, each unit is sold separately and the market price is moved each time. For example, 5 units of grain sold at 500 million would return 500 + 400 + 400 + 200 + 200 = 1,700 million.

Neutron Bomb

In this variant, nukes are downgraded to neutron bombs which destroy armies and navies, but don't obliterate the territory. Armies may return to the area immediately. Neutron bombs stand the same chance as nukes of being knocked down by 'L-Stars'. However, a player who is eliminated through neutrons turns over only his home territory company cards (if face up) to the victor. His money, resources, and foreign holdings are returned to the bank. If it bothers you to eliminate nukes altogether, shuffle the **SUPREMACY Title Card** into the deck and have it represent nuke technology. With this variant, building nukes should cost at least as much as 'L-Stars', or, for that matter, twice as much.

Random Player Order

This variant has the order of play randomly determined by highest die roll. This makes it more difficult for two players to team up and fix the market. For maximum effect, the next player should be determined after the current player's turn from among those who have not yet had their turn. In other words, you don't get the entire player order at the beginning of each round. It develops as the round progresses. This adds a lot of interest to the game. If, by chance, you get confused as to who has, or has not played in the round, an easy way of indicating this is to place one of your armies on the top of one of the "Order of Play" charts on the playing board. As a player takes his turn he moves the army down the chart, indicating which stage he is currently on until the end of his turn when he leaves the army at the bottom of the chart. It only takes a glance to see which armies have not yet been moved each turn.

by Hendrick Earle

The following variants have been presented by "Communique", the official newsletter of Supremacy Games, Inc.

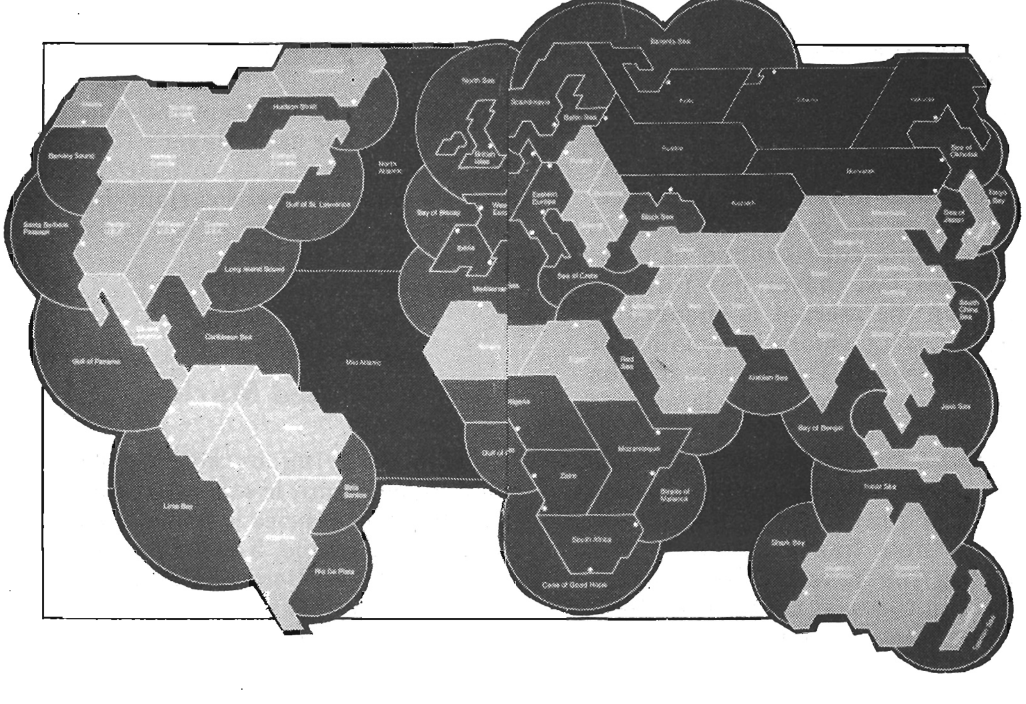
Occupying the Neutrals

There are two ways in which to occupy neutral territories: Trade and Force.

Trade: When you have a *Resource Card* located in an unoccupied territory you have trade and political relations with that territory. You may move an army to the territory during movement at Stage 5.

Force: When you do not have a *Resource Card* in the territory, and thus lack trade and political relations with the country you wish to occupy, you must attack it during Stage 4.

When attacking, you must delete one set of supplies and any applicable moving costs, e.g. airborne assault. One of the other players rolls a die for the neutral territory. For every two points on the die, the attacker loses one army. The attacker does not roll any die.



Convoys and Escorts

This rule helps a player protect his convoys from a naval attack.

The player with the convoy could have another navy in the same sea as his convoy. This is called his escort. More than one escort may be used to protect the convoy.

When another player attacks the convoy, he must roll one die to determine if he has avoided the escorts. If he rolls a 1, 2, or 3, he must attack the convoy first. If he rolls a 4, 5, or 6, he must attack the escorts first.

High-Tech High Ground

(Design Explanation)

Some players have asked why 'L-Stars' are used in conventional combat. The explanation begins with this quote:

> *"..... control of space will be decided in the next decade. If the Soviets control space, they can control earth as in past centuries the nation that controlled the seas dominated the continents."*
>
> *John F. Kennedy*
> ***Three years after the launch of Sputnik I***

Whether you are engaged in conventional or strategic warfare, Command - Control - Communications, and Intelligence (C3I) are essential. The better the system, the better your chances of victory. Thus, in **SUPREMACY**, 'L-Stars' are used for C3I during conventional warfare. The player with the best system has an advantage.

Nuke Bases

Every time a player builds a nuke in his Supply Center, he secretly marks down in which territory it is based. He may only base nukes in territories that he occupies. If another player captures that territory, he also captures the nuke. If the territory is, in turn, nuked, the nuke is destroyed. More than one nuke may be based in a territory.

L-Star Spies

This rule is to be used in conjunction with the "Nuke Bases" rule.

Once a player has built six 'L-Stars', he may find the location of his opponents' Nuke Bases. He simply asks them to show him their pieces of paper. He may keep this information private, or sell/give it to some, or all of the other players.

D-6 Launch

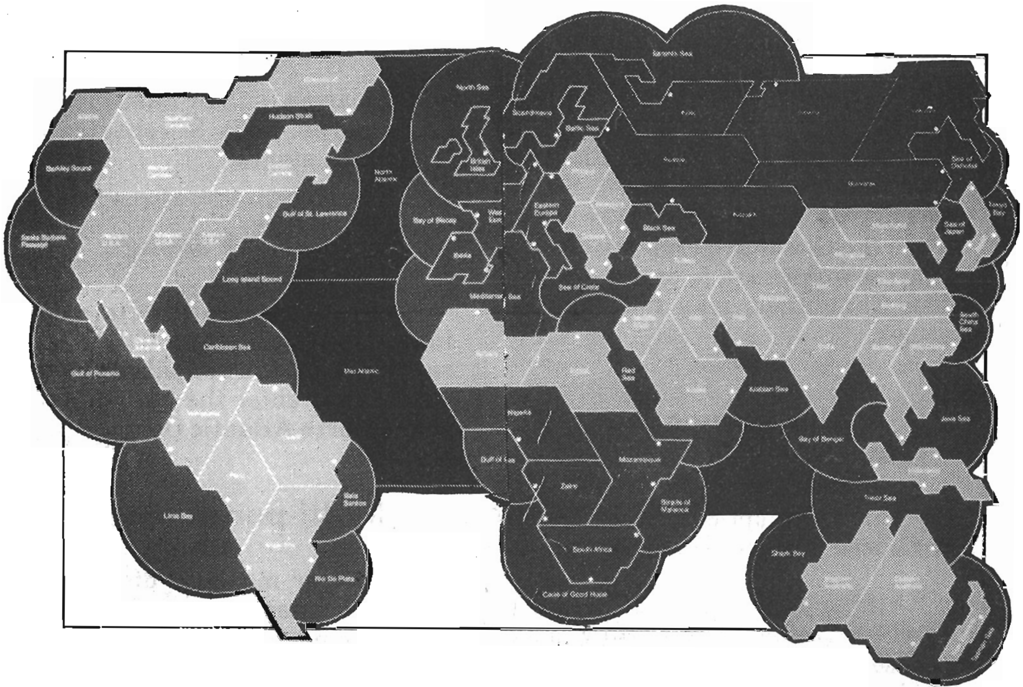
Each time a player launches an 'L-Star', he rolls one die to see if it was successful. A one through five succeeds, a six does not, and the 'L-Star' burns and is destroyed.

The D-6 Launch is used during stage 6. The player must first build the 'L-Stars', then he launches them. He cannot build more 'L-Stars' after the launch.

Raising the High-Tech Stakes

This rule will raise the cost of Nuke and 'L-Star' technology.

When setting up the game, remove one Nuke and 'L-Star' card from the Resource Deck. These two cards are set aside and not used during the game.


Hudson Strait
Gulf of St. Lawrence
North Atlantic
Long Island Sound
Caribbean Sea
Gulf of Panama
Mid Atlantic
Lima Bay
Rio De Plata
North Sea
British Isles
Bay of Biscay
Mediterranean Sea
Barents Sea
Scandinavia
Baltic Sea
Eastern Europe
Black Sea
Sea of Crete
Red Sea
Nigeria
Mozambique
Zaire
South Africa
Cape of Good Hope
Arabian Sea
Bay of Bengal
Java Sea
Timor Sea
Shark Bay
Sea of Japan
South China Sea

This, is a good rule to use during a five or six player game, when there are fewer Resource Cards in play.

This rule will create more selling and buying opportunities at the market.

Each time a player chooses to sell at Stage 3, he may make up to three sales to the market.

He may make *one* sale of *each* resource, or make *three* sales of *one* resource, and *one* of *another*. For example, he might make two oil sales and one mineral sale.

First, the player states which resource he is selling, i.e. grain. Then, he rolls one die to determine market demand. If he rolls a four, he may sell four units of grain to the market. He may make two more sales of any resource to the market. In addition to the three sales to the market, he may sell to the other players.

The same procedure is used when buying at Stage 7. In this case, when you roll the die, it determines market supply. (The number of units you can buy.

If you wish, the above rule can be played using two dice. However, you can only make one sale of each resource. This rule should be used with the "Simultaneous Random Play" Rule.

Multi-Front Attacks

The attacker may attack from more than one territory and/or sea if they are adjacent to the target.

He must delete one set of supplies for each territory or sea from which he attacks. During Step C of the Battle Drill, the attacker can count the forces in each territory or sea from which he attacks. During Step D of the Battle Drill, the defender may remove forces from any of the territories or seas involved in the attack.

Scorched Earth Lunatics

This rule is meant to determine whether or not your military personnel are crazy enough to execute your order to nuke yourself. Sometimes, on the verge of losing, a player wishes to take everyone with him. If this happens, the player must roll a die to see if his order is carried out. A 1, 2, or 3, and the order is carried out. A 4, 5, or 6, and it is not.

'L-Star' Champion

When a player is attacked by

nukes, any, or all of the other players may come to his defense. Those players are called "Champions". They may use their 'L-Stars' to destroy the nukes. However, when the Champions roll the dice to stop the nukes, a 4, 5, or 6 is a miss. The Champions may not counter attack.

Simultaneous Random Play (S.R.P.)

This is an optional way for experienced players to play the game.

All the players must do Stages 1 and 2 together. Then, they may choose up to three of the remaining five stages:

> The Marshal asks who wants to do Stage 3 (sell). If two or more players choose to sell, they must roll a die to see who sells first, second, etc. This continues for each of the remaining stages. If a player does not win the die roll, he may change his mind about doing that stage. However, it still counts as one of his three choices.
>
> When a player chooses a stage, he must place one of his cubes on the stage where it appears on the board. This way everyone will know when he has chosen three stages.
>
> For Stage 7, the players must choose either to buy or prospect. The buying is done first, then the prospecting. This continues throughout the game.

Blind Bid Play

This rule is to be used with the "SRP" rule. After the players have done Stages one and two, they secretly bid for each of the following stages. In this way, it keeps your opponents in doubt as to your real plans.

If a player wants to sell st Stage three, he encloses one of his armies in his hand, and when all of the players are ready, they extend their hands, open them, and reveal their armies, or empty hand. The players with an army in their hands may do Stage three. This is repeated for each of the stages.

Arctic Passage

Players may sail their navies into the Arctic Ocean. The cost to sail through it is two oil units. The navies may enter the North Pacific or the North Atlantic Oceans.

Multi-port Pick-up

A player may use his navy to pick-up armies from more than one port during a convoy or an amphibious assault. This is a good way to surprise the enemy.

Out of Sight at the Aussie Bight

This is a good place to keep one or two navies with armies on board. It appears to be far away, but it is only three seas from any of the Superpowers. It is also a dark, blue sea, which means that it cannot be nuked.

Nanling Sling

If you capture Nanling, then you can build navies in the South China Sea. From Nanling you can attack the Sea of Japan. If the Chinese navy is destroyed then your navies in the South China Sea can move into the Sea of Japan and put China under "siege". When attempting the "Nanling Sling", it is a good idea to capture Indo-China.

by Robert Simpson

Cartels

Players may form cartels to make money. This is done when Player A buys resources from the market at the end of his turn, thus driving the prices up. Then Player B sells resources to the market on his turn and shares the profits with Player A.

C. McDougall

DESIGNER'S NOTE: Although this is a sure way to make money, providing Player B does, in fact, share the money, it is suggested that it be used sparingly. After all, money only has REAL value when you have a lot of it and your opponents have little. Also remember that making your opponent wealthy is not the object of the game.

Nuclear Roulette

This is an optional rule and changes "Coup Final"

After 12 territories have been destroyed by nukes, the following rule applies.

When the 13th territory is destroyed, the player who fired the nuke must roll one die. If he rolls a six, the game is over. Otherwise, the game continues. When the 14th territory is destroyed, the player who fired the nuke must roll one die. If he rolls five or six, it's all over. Anything else, and it continues. If a 15th territory is destroyed, a four, five, or six ends the game. A 16th requires only a roll of three, four, five, or six to end the game. A 17th territory destroyed and any number except one ends the game. And.... If an 18th is destroyed....

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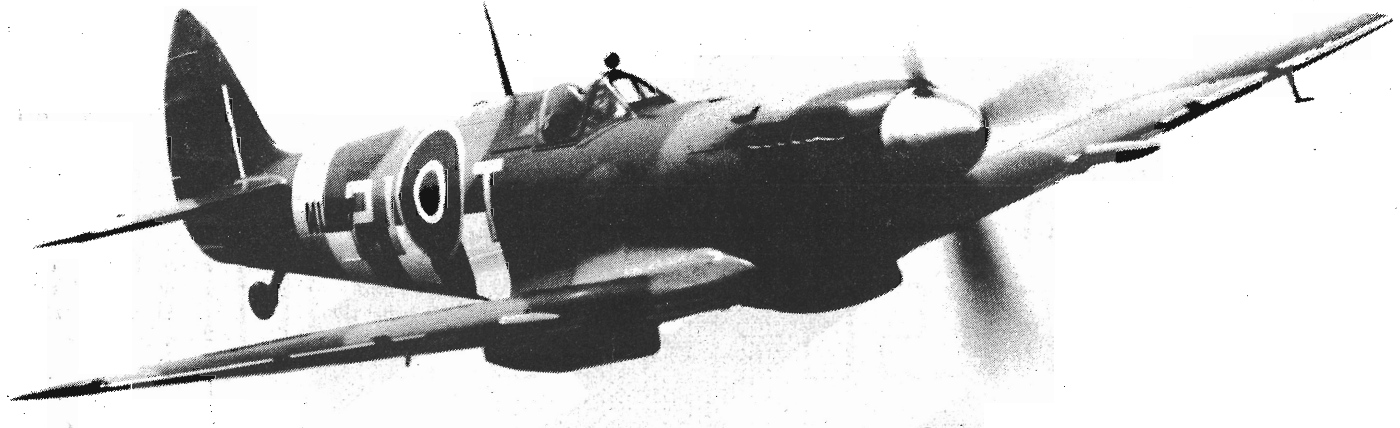

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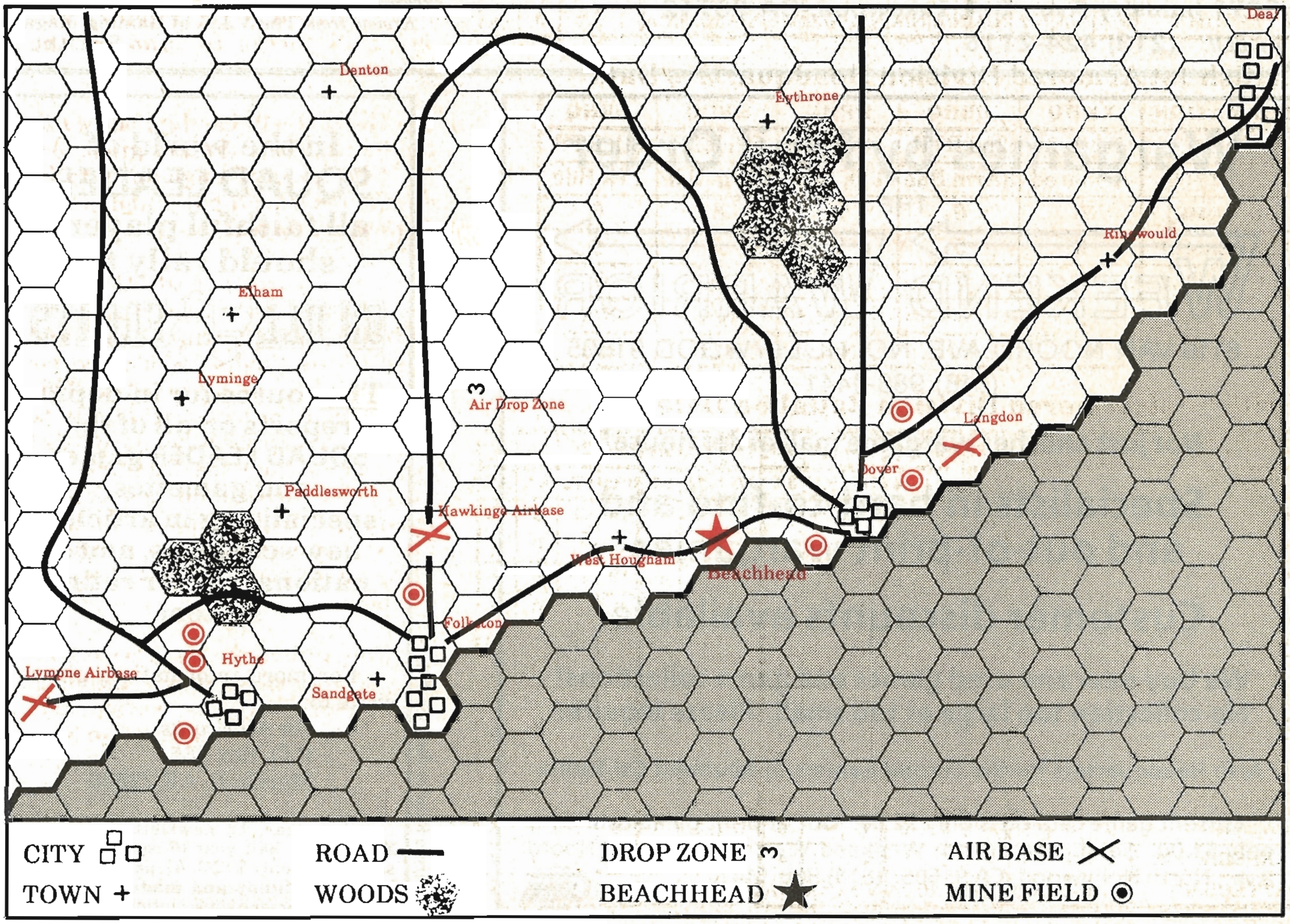
OPERATION SEA LION


Deal
Denton
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Paddlesworth
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Beachhead
Folkestone
Hythe
Lympne Airbase
Sandgate
CITY
ROAD
DROP ZONE
AIR BASE
TOWN
WOODS
BEACHHEAD
MINE FIELD

1st London Motorized Infantry H.Q. Data

FORMATION	XX HQ	1/RHQ	2/RHQ	3/RHQ
H.Q. I.D.	1 London	1st Bde.	2nd Bde.	135th
UNIT TYPE	Mot.Inf.	Mot.Inf.	Mot.Inf.	Infantry
H.Q. ADMIN.	5	6	6	4
LEADERSHIP	5	6	5	3
H.Q. SUPPLY	4	7	7	5
ARRIVIAL	0	N/A	N/A	N/A
LOCATION	0, 6	N/A	N/A	N/A

British 1st London Motorized Infantry Battalion Data

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/-	2/-	3/-	4/-
UNIT I.D.	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1st	2nd	3rd	4th	1A	2A	3A	6AA
LOCATION -X	10	10	10	10	0	0	0	0	0	0	0	3	10	0	0	0
LOCATION -Y	0	0	0	0	5	5	5	5	12	12	12	11	0	5	12	12
CLASS	1	1	1	1	1	1	1	1	1	1	1	1	13	13	13	8
MODE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPMENT	1	1	1	1	1	1	1	1	1	1	1	1	13	13	12	16
MOVEMENT	15	15	15	15	15	15	15	15	10	10	10	10	15	5	15	9
STRENGTH	7	7	7	7	7	7	7	7	8	8	8	8	4	4	5	5
RATING	6	6	6	6	6	6	6	6	7	7	7	7	11	11	11	9
RANGE	0	0	0	0	0	0	0	0	0	0	0	0	5	5	5	1
ARRIVAL	2	2	3	3	1	2	2	3	5	3	2	0	3	3	5	3
FATIGUE	6	6	6	6	6	6	6	6	5	5	5	5	6	6	5	6
EXPERIENCE	5	5	5	5	5	5	5	5	3	3	3	3	5	5	3	5
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	2	3	3

British 1st Armored Division Headquarters Data

FORMATION	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
H.Q. I.D.	1st Arm	2nd RTR	4th RTR	5th RTR	8th RTR
UNIT TYPE	Armored	3Arm Bde	1Tk Bde	3Arm Bde	1Tk Bde
H.Q. ADMIN.	4	6	5	6	6
LEADERSHIP	6	5	7	5	6
H.Q. SUPPLY	5	7	6	6	7
ARRIVIAL	3	N/A	N/A	N/A	N/A
LOCATION	2, 1	N/A	N/A	N/A	N/A

British 1st Armored Division Battalion Data

FORMATION	1/1	2/1	3/1	1/2	2/2	3/2	1/3	2/3	3/3	1/4	2/4	3/4	1/-	2/-	3/-	4/-
UNIT I.D.	1/2	2/2	3/2	1/4	2/4	3/4	1/5	2/5	3/5	1/8	2/8	3/8	3Ba	1Ta	AA	AT
LOCATION -X	14	14	14	3	4	4	10	10	10	0	0	0	14	0	3	10
LOCATION -Y	0	0	0	0	0	0	0	0	0	3	3	3	0	6	0	0
CLASS	11	11	6	11	11	11	11	11	11	11	11	6	12	12	8	9
MODE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPMENT	15	14	14	15	14	14	15	14	14	15	14	14	12	12	12	12
MOVEMENT	13	15	18	13	15	15	13	15	15	13	15	18	13	13	10	10
STRENGTH	8	6	5	7	5	5	8	6	5	8	6	6	5	5	4	6
RATING	8	7	5	6	5	5	7	6	6	7	6	5	8	7	7	5
RANGE	0	0	0	0	0	0	0	0	0	0	0	0	4	4	1	0
ARRIVAL	2	3	1	3	3	3	3	3	3	5	5	5	3	5	3	3
FATIGUE	6	6	6	6	6	6	6	6	6	5	5	5	6	5	6	6
EXPERIENCE	5	5	5	4	4	4	4	4	4	4	4	4	5	4	4	4
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	4	2	3

OPERATION SEALION

14 July, 1940: A little over a month ago France collapsed and the BEF was extricated from the hell of the beaches of Dunkirk. Full of confidence, the German planners presented Hitler with the plans for the invasion of the British Isles. Code named *"Operation Sealion"* the planned called for coordinated land, sea, and air attacks. Timing was essential, and there was the risk of great loss of life. Discussion was heated, but at Hitler's insistance, brief.

The plan is simple: Gain control of the skies, and through this, control of the sea lanes. Land paratroops on, or near, the main beach defense, strongpoints. Negate these, enabeling the infantry and armored forces to land on the beaches.

The cost will be high, but worth the gains. The risks are great, but must be taken if England is to be eliminated from the war and a two-front war avoided.

It is argued that the Germans should wait and let the Luftwaffe soften up the British Isles, and perhaps the English would sue for peace without being invaded. This argument is brushed aside due to the fact that presently the British are reeling from the Dunkirk set-back, and are in no position to mount a strong defensive. To hesitate will only enable them to consolidate their position, and become stronger.

The arguments have been considered, the risks weighed, the plans completed, the troops readied, and now **14 July, 1940, Operation Sealion begins.** The history books will remember it as **S-Day!**

British Dover Garrison H.Q. Data

FORMATION	XX HQ	1/RHQ	2/RHQ
H.Q. I.D.	Dover	Deal	198th
UNIT TYPE	Garrison	Garrison	Infantry
H.Q. ADMIN.	4	4	5
LEADERSHIP	5	6	4
H.Q. SUPPLY	4	3	5
ARRIVIAL	0	N/A	N/A
LOCATION	24, 0	N/A	N/A

British Dover Garrison Battalion Data

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/-	2/-
UNIT I.D.	1Dl	2Dl	1Do	2Do	1st	2nd	3rd	4th	HW	Art
LOCATION -X	25	25	17	18	25	25	25	25	22	18
LOCATION -Y	0	1	8	8	0	0	0	0	4	0
CLASS	0	0	0	0	0	0	0	0	4	13
MODE	0	0	0	0	0	0	0	0	0	0
EQUIPMENT	5	5	4	5	1	1	1	1	5	13
MOVEMENT	7	7	10	7	10	10	10	10	7	10
STRENGTH	8	7	6	4	7	7	7	7	5	6
RATING	9	9	9	5	7	7	7	7	10	6
RANGE	0	0	0	0	0	0	0	0	1	6
ARRIVAL	0	0	0	0	9	9	9	9	0	9
FATIGUE	7	7	7	7	4	4	4	4	7	4
EXPERIENCE	5	5	4	3	4	4	4	4	3	4
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	2

GAME NOTES FOR OPERATION SEA LION

By Alan Emrich

This scenario for SSG's **Battlefront** was suggested by the book *Invasion* by Major Kenneth Macksey, MC, published in 1981 by Macmillan Publishing Company, Inc.

While the acutal (fictitous) history from the book is presented in a very capsulized format for the actual German invasion and British counter thrust, the book itself goes into detailing all of the pre and post invasion campaigning involved.

Gamers should find this scenario to be very fast and fun, with a lot of attack and counter attack at every turn. The short number of days covered (four), makes this scenario playable in about forty-five minutes.

German Player Notes:

Picture your peramiter as two flanks and a center. On your left you have an infantry division and some built-up terrain to take. It'll be a slugfest, but if you can get Lympne airfield, it'll all be worth it.

On your right is a mountain division with a problem; Dover. Dover is usually a tough nut, and pushing on to Deal is usually difficult because of British reinforcements. Often this is a good place to set up a killing ground and make a few victory points by generating enemy casualties. This division will probably have to cover the wooded area to the north as well, and may be stretched a bit thin for it.

In the center is where the real problems will arise. Your two undersided airborne divisions are out here, and have to make a difficult decision. Do they advance and try to hold a forward perimater, or concentrate closer to the shore? This decision will have the most profound influence on the battle, as the British 1st Armored and 1st London Motorized divisoins will come screaming in up the center, looking to drive to the beaches. German casualties and objectives in the center are what usually decides the game.

There is one hope, however, and that is the arrival of the 9th Panzer Regiment. Many times they get off the boats to find themselves clasing with British armor right there on the beaches!

Basically, the German Player must be sensitive to time and supply constraints. Resupply is difficult, so quick strikes and mobile defences will be needed to preserve strong counter attacks once the British have spent themselves. Air superiority is a chancey proposition, so when you've got it, use it to really pummel a key target or support your strung out center.

Finally, remember, your casualties are the British Player's surest way to winning. **Try to keep your losses down!**

British Player Notes:

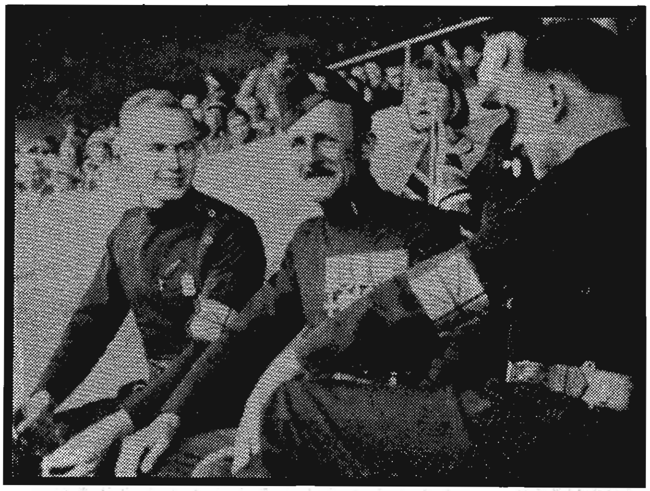
Well, it's not so good. Most of your regular infantry units are of dubious quality and virtually *every* unit you have is understrength. Your saving factors are:

1. Mobility (with your armored and motorized divisions),
2. an advantage in artillery and
3. better resupply capabilities.

Your best opportunity is to attack the weak but spirited paratroopers in the German center. By driving your tanks toward the beachhead objective you'll generate most of your victory points by either taking it or creating unacceptable German losses as they try to hold it. Either way, you must take a stab at Jerry somewhere. *Don't* be insane attacking German tanks, it just doesn't pay!

The units guarding your coast are of lesser quality, and you will find them routing like crazy if you plan on attacking with them more than once per day. Shoring them up with an armored Regiment will usually keep coastal objectives from falling, should your flanks faulter.

Your basic strategy is to make the Germans pay for everything they get. **German casualties are your key to victory.**

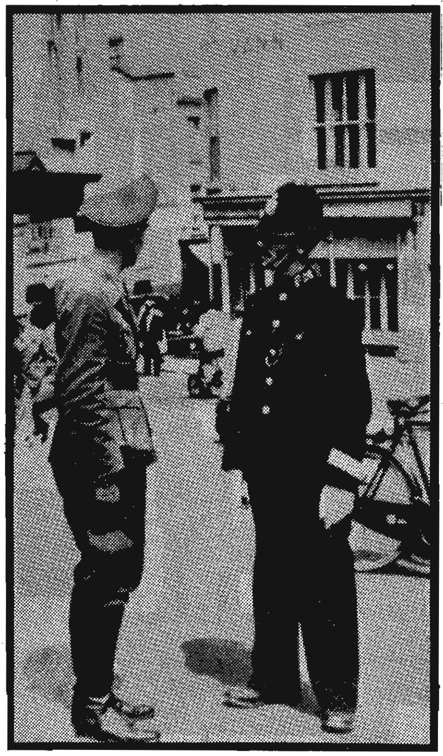


German 17th Infantry Division H.Q. Data

FORMATION	XX HQ	1/RHQ	2/RHQ	3/RHQ
H.Q. I.D.	17th Inf	55th Inf	21st Inf	9th Pz
UNIT TYPE	Infantry	Infantry	Infantry	Panzer
H.Q. ADMIN.	6	6	5	6
LEADERSHIP	5	5	6	7
H.Q. SUPPLY	2	5	5	5
ARRIVIAL	1	N/A	N/A	N/A
LOCATION	10, 10	N/A	N/A	N/A

German 17th Infantry Division Battalion Data

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/-	2/-	3/-	4/-
UNIT I.D.	1st	2nd	3rd	Art	1st	2nd	3rd	Art	1/9	2/9	3/9	9Ar	17a	1AA	Art	AT
LOCATION -X	10	9	11	11	5	6	7	7	10	11	13	12	10	5	6	12
LOCATION -Y	11	11	10	10	12	13	12	12	11	10	10	11	11	12	13	11
CLASS	0	0	0	13	0	0	0	13	11	11	11	13	11	8	13	9
MODE	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
EQUIPMENT	1	1	1	12	1	1	1	12	15	15	15	11	15	6	13	9
MOVEMENT	10	10	10	9	10	10	10	9	14	14	14	10	14	8	8	9
STRENGTH	11	11	11	3	11	11	11	3	10	10	10	5	10	3	6	3
RATING	8	8	8	8	8	8	8	8	11	11	11	11	11	6	10	8
RANGE	0	0	0	4	0	0	0	4	0	0	0	5	0	1	5	1
ARRIVAL	1	1	2	1	1	1	1	2	9	10	11	10	2	3	2	3
FATIGUE	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
EXPERIENCE	5	5	5	5	5	5	5	5	6	6	6	6	5	5	5	5
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	2	2	1

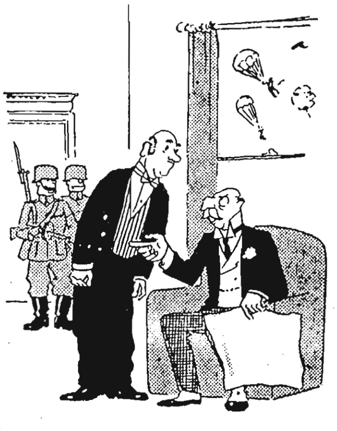


German 7th & 22nd Division Headquarters Data

FORMATION	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
H.Q. I.D.	7th + 22nd	18th A/L	22nd A/L	19th Para	20th Para
UNIT TYPE	Airborne	Glider	Glider	Airborne	Airborne
H.Q. ADMIN.	6	7	7	7	6
LEADERSHIP	7	6	6	7	7
H.Q. SUPPLY	4	7	7	6	6
ARRIVIAL	1	N/A	N/A	N/A	N/A
LOCATION	12,8	N/A	N/A	N/A	N/A

German 7th & 22nd Airborne Division Battalion Data

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	1Gl	2Gl	3Gl	4Gl	1Gl	2Gl	3Gl	4Gl	1Fj	2Fj	3Fj	Art	1Fj	2Fj	3Fj	Art	AT	Arm	1Ar	2Ar
LOCATION -X	11	14	13	11	6	8	7	10	13	13	11	13	2	3	4	5	12	11	12	8
LOCATION -Y	5	5	4	4	6	4	4	4	5	7	7	8	10	10	8	10	7	10	6	9
CLASS	3	3	3	3	3	3	3	3	3	3	3	13	3	3	3	13	9	11	13	13
MODE	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	2	3	2	2
EQUIPMENT	3	3	3	3	3	3	3	3	2	2	2	10	2	2	2	10	9	8	11	11
MOVEMENT	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	9	16	10	10
STRENGTH	11	11	11	11	11	11	11	11	9	9	9	3	9	9	9	3	3	8	5	5
RATING	8	8	8	8	8	8	8	8	6	6	6	6	6	6	6	6	8	11	9	9
RANGE	0	0	0	0	0	0	0	0	0	0	0	4	0	0	0	4	1	0	5	5
ARRIVAL	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	11	2	2	1	2
FATIGUE	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	5	7	7
EXPERIENCE	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	5	6	6
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	2	1	2



"Waiter, just go and ask those fellows if they're members." *Daily Express*, 10 August 1940

German 6th Mountain Division Batt. Data

FORMATION	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/-	2/-	3/-	4/-
UNIT I.D.	1st	2nd	3rd	Mor	1st	2nd	3rd	Mor	6Pz	1AA	Art	AT
LOCATION -X	16	15	15	14	11	12	13	13	15	13	14	14
LOCATION -Y	10	9	9	10	10	11	10	10	9	10	10	10
CLASS	0	0	0	4	0	0	0	4	11	8	13	9
MODE	3	3	3	3	3	3	3	3	3	3	3	3
EQUIPMENT	6	6	6	7	6	6	6	7	15	6	13	9
MOVEMENT	12	12	12	9	12	12	12	9	14	8	8	9
STRENGTH	10	10	10	3	10	10	10	3	10	3	6	3
RATING	9	9	9	7	9	9	9	7	11	6	10	8
RANGE	0	0	0	3	0	0	0	3	0	1	5	1
ARRIVAL	1	1	2	1	1	1	1	2	2	3	2	3
FATIGUE	5	5	5	4	5	5	5	4	5	4	5	4
EXPERIENCE	5	5	5	5	5	5	5	5	5	5	5	5
ATTACHM'T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	2	2	1

German 6th Mtn. Div. H.Q. Data

FORMATION	XX HQ	1/RHQ	2/RHQ
H.Q. I.D.	6th Mtn	141st	143rd
UNIT TYPE	Mountain	Mountain	Mountain
H.Q. ADMIN.	6	6	5
LEADERSHIP	6	5	5
H.Q. SUPPLY	3	4	3
ARRIVIAL	1	N/A	N/A
LOCATION	12, 10	N/A	N/A

Sea Lion Terrain Effects Chart

Terr. Code	Terrain Name	Cost / hex		Attack Effects		
		Mech	Inf.	Arm.	Art.	Inf.
T0	Ocean	-	-	-	-	-
T1 <	Clear	3	3	7	6	5
T2	Woods	7	5	7	6	5
T3						
T4						
T5						
T6						
T7						
T8	Airfield	2	2	7	7	6
T9						
T10						
T11						
T12						
T13						
T14						
T15	Town	2	2	4	6	5
-	Road	2	2	-	-	-
-	Fort	-	-			
-	City	-	-	2	4	3
-	Bridge					
-	River	-				

Sea Lion Miscellaneous

Equipment

1. Infantry
2. Airborne
3. Assualt
4. Irish GD
5. Garrison
6. Mountain
7. 81/120mm
8. Pz III
9. 37mm AT
10. 75mm Art
11. 88mm Art
12. Artil'ry
13. H'vy Art
14. Lt. Tank
15. Mdm Tank
16. 3.7 inch

Victory Points Per Strength Point Eliminated

	Mech	Non-Mech
Axis	7	5
Allied	3	2

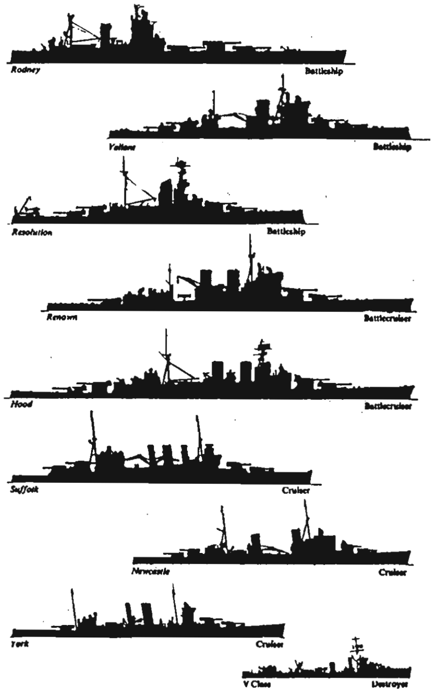
Adjacent Enemy Hex Penalty

1st Hex = 0
2nd Hex = 0
3rd Hex = 0
4th Hex = 1
5th Hex = 1
6th Hex = 2

Map Size

Across = 1
Down = 1

British Warships Involved


Rodney
Battleship
Valiant
Battleship
Resolution
Battleship
Renown
Battlecruiser
Hood
Battlecruiser
Suffolk
Cruiser
Newcastle
Cruiser
York
Cruiser
V Class
Destroyer

Sea Lion Briefing

AXIS **ALLIED**
SIDE SIDE
German British

CORPS CORPS
XIII Corps XII Corps

COMMANDER COMMANDER
LtGn Vietinghoff Lt.Gen. A.Thorne

DAY	NIGHT	SUPPORT	DAY	NIGHT
21	8	QUANTITY	10	6
3	1	RELIABILITY	2	1
12	8	RATING	7	2

AIR SUPERIORITY
Status = 2
Reliability = 3
Weak Axis,
Variable

SCENARIO
Opr. Sea Lion

BRIEFING
The Proposed German
Invasion of England
Landing and Counterattack

START DATA
Date = 14
Month = 7
Year = 40

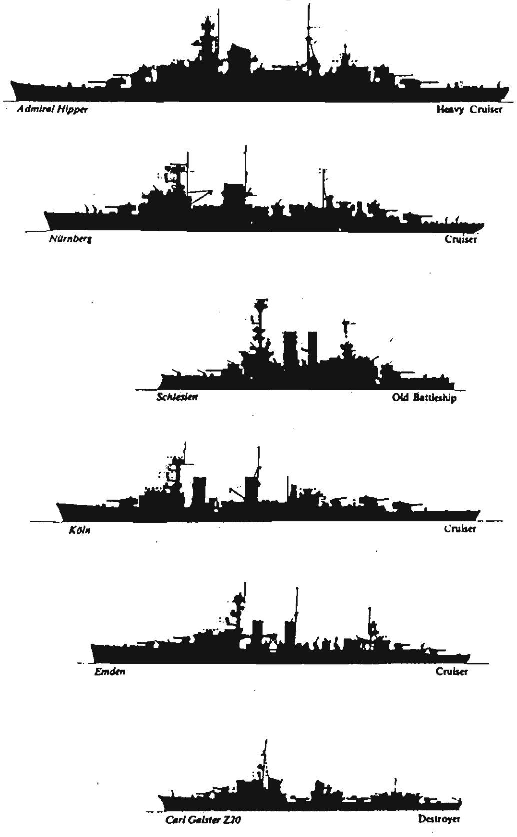
Length = 4
Weather = 3
Forecast = 6

Mech. Min. = 13

Sea Lion Objectives

I.D.	NAME	X Loc.	Y Loc.	START	END	#/turn	#@end
1(Ax)	Lympne AB	0	12	1	15	3	25
2(Ax)	Hythe	4	12	1	15	5	15
3(Ax)	Lyminge	3	6	1	15	2	10
4(Ax)	Denton	6	1	1	15	3	15
5(Ax)	Eythrone	15	1	1	15	3	15
6(Ax)	Deal	25	0	1	15	5	100
7(Ax)	Def Peramtr	16	4	1	15	2	15
8(Ax)	Air Drop Zn	9	6	1	11	5	10
9(Ax)	Dover	17	8	1	15	5	25
10(Ax)	Hawkinge AB	8	9	1	15	4	20
11(Ax)	Hawkinge	12	9	1	15	1	5
12(Ax)	Folkstone	8	12	1	15	4	25
1(Al)	Hythe	4	12	1	15	3	15
2(Al)	Padlesworth	5	8	1	15	2	10
3(Al)	Sandgate	7	11	1	15	3	15
4(Al)	Hawkinge AB	8	9	1	15	4	20
5(Al)	Folkstone	8	12	1	15	5	75
6(Al)	Hawkinge	12	9	1	15	4	20
7(Al)	Dover	17	8	1	15	10	75
8(Al)	Air Drop Zn	9	6	1	15	3	15
9(Al)	Ringwould	22	4	1	15	3	10
10(Al)	Deal	25	1	1	15	3	20
11(Al)	Beachhead	14	9	1	15	15	100
12(Al)							

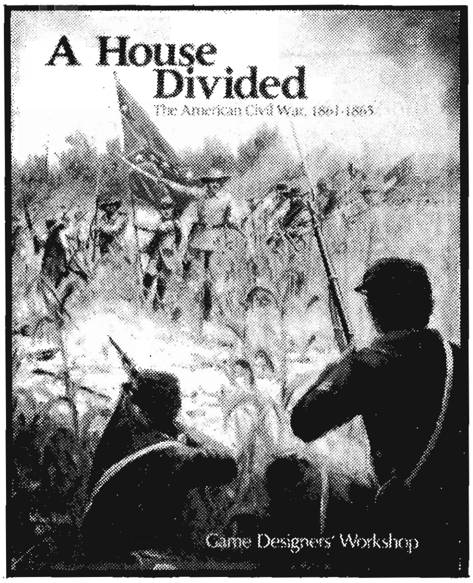
German Warships Involved


Admiral Hipper
Heavy Cruiser
Nürnberg
Cruiser
Schlesien
Old Battleship
Köln
Cruiser
Emden
Cruiser
Carl Galster Z20
Destroyer

A HOUSE RESTORED

Simple Realism Rules for GDW's **A House Divided**

By Alan Emrich



In the first installment of this three part series on GDW's Civil War game **A House Divided**, the focus was on strategic varients and corrections needed to give the game a more historical "feel". Part two focuses on adding realism once shooting starts.

This system is for players who think the battles should be a little more realistic than simply using the current "weight of numbers and lots of luck" system the game employs. Historically, a unit's troop quality should not only be represented in terms of its "fighting power", but also its "staying power".

Currently, huge armies may be whittled down to one inverted unit, whose obstinacy under fire is unheard of in the annals of military history! Instead, apply a little moral and tactical leadership and battles in **A House Divided** will "feel" more like battles in the Civil War.

PART TWO

Battlefield Variants

Battle time is measured in rounds per day. Every fifth round starts a new day of battle with a "night" turn occurring between every fourth and fifth round. See the Battle Day Turn Record Track.

Battlefield leadership is determined at the start of each day of battle (and before the first battle round). Each side rolls separately on the Leadership Table (see previous issue) with his number result equaling the number of units that he may attack with during each round of battle that day (the Confederate player ignores any astereks).

At the start of each subsequent day of battle, another die is rolled by each player to determine his new battlefield leadership rating for the day, and this number is added to one-half (rounded up) of the previous day's total. Note, *a maximum of eight units per side may ever attack in a given combat round!* To this end, players may opt to use the Current Battlefield Leadership Value Track provided with this article.

For example, in 1862 the Union player rolls a four to obtain a battlefield leadership value of "three." On the first through fourth battle rounds (ie. on the first day) he may only attack with three units each round. Beginning on battle round number five (ie. at the start of the second day), the Union player rolls a two for a second day battlefield leadership value of "two." This, when added to one-half of the first day's rating, gives the Union player a total second day leadership rating of "four." A third day die roll of five (yielding a result of "four"), added to one-half the value of the previous day's total, would give the Union player a total rating on day three of "six," and so on.

This simple limit accurately reflects an army commander's ability to coordinate troops engaged in battle. A consideration causing severe effects during the Civil War.

Unit morale checks are required when a unit becomes "hit" (inverted) in battle after all enemy units have fired on it (assuming it survives). If the die roll is greater than the number listed for that type of unit on the Morale Table, the unit routs "into the reserve." If the die roll is *equal to or less than* the number listed, the unit stays in the battle normally (although it remains inverted). **Subtract one** (-1) to the die roll for units in Forts or entrenchments. Note that units may *not* be voluntarily placed into the reserve!

Unit Morale Table

Morale Value	Unit Types
5	All Crack units
4	All Veteran units
3	All Confederate Militia units
3	Union Militia units after 1862
2	Union Militia units in 1861 and 1862

EFFECTS OF LOSS OF MORALE

Units "in the reserve" are effectively out of the battle until either : a) the unit recovers and returns to the battle, or b) the battle is decided by one side being eliminated or retreating. They can neither fire, nor be fired upon *unless all other enemy units still "on the front line" are also being fired upon during that same combat round.*

MORALE RECOVERY

If units exist "in the reserve" at the *end* of a player's battle round, that player *must* roll on the Morale Table for each unit separately to see if it "recovers." If the die roll is *less than* the morale value of the unit, it recovers and **must** return to "the front line" and continue fighting in the battle. Note that such units, if inverted, remain so when they return back to the front line.

LOSING THE BATTLE

If a player brings no reinforcements in at the beginning of a friendly battle round **and** all of that player's units are in the reserve (thus "routed" and incapable of firing), then that player has lost the battle and must retreat. Units in the reserve retreat normally with other units.

Optional: Stragglers and deserters often created significant losses to a retreating army. To simulate this, when an army retreats from battle, *inverted units and units in the "reserve"* (inverted or not), must be rolled for individually to see if they are eliminated through desertion on the following table:

Unit Desertion Table

Desertion Value	Unit Types
None	All Crack and all Cavalry
6	All Veteran Infantry
5	Confederate Militia Infantry
5	Union Militia Infantry after 1862
4	Union Militia Infantry in 1861 and 1862

If the die roll is greater than or equal to the desertion value of the unit, it is eliminated instead of retreated.

"Night" turns occur at the end of each day of battle. Both sides do the following before beginning another round of combat to simulate the evening's administrative activities for the armies on the battlefield.

1. Morale Recovery Phase
2. Reorganization Phase

The night morale recovery phase is just another mandatory roll for all units in the reserve to get them back on the front lines. It's just an extra "free" morale roll made at night.

Following this, players may attempt to "reorganize" their inverted units (those "at the front" as well as "in the reserve") and, if successful, re-invert them back to their face-up side. To do this, roll separately on the Morale Table for each unit and, if the die roll is *less than or equal to* the unit's morale value, it may be flipped back face-up. **Add one** (+1) to the die roll for units which begin the day "in the reserve" (ie. with their morale "broken").

In the next issue, Part Three will contain more simple rules variants for the "Great Generals" of the war and policital events in **A House Divided**. Stay tuned!

A House Divided
Battlefield Sequence of Play

I. Begin Battle Day
  1. Battlefield Leadership roll (added to 1/2, rounded up, of previous day's Battlefield Leadership total).

II. Four Combat Rounds
  1. Defender adds reinforcements (beginning with the second round).
  2. Defender fires.
  3. Attacker checks for morale breaks of his newly 'hit' units.
  4. Defender checks for morale recovery of his units in the 'reserve.'
  5. Attacker adds reinforcements (beginning with the second round).
  6. Attacker fires.
  7. Defender checks for morale breaks of his newly 'hit' units.
  8. Attacker checks for morale recovery of this units in the 'reserve.'
  9. Repeat steps 1-6 until four rounds are completed.

III. Night Turn
  1. Attacker and defender conduct morale recovery.
  2. Attacker and defender conduct unit reorganization.
  3. Go to I. and begin a new Battle Day.

Battle Day Turn Record Track

Begin Battle Day	1	2	3	4	Night

Current Battlefield Leadership Value Track

1	2	3	4	5	6	7	8

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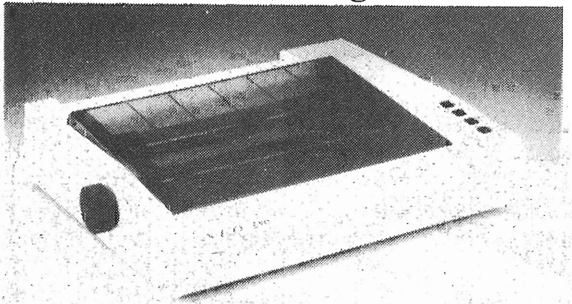

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Printing Direction
Text Mode — Bi-directional
Graphic Mode — Uni-directional
Interface
Centronics Parallel Port
Paper
Plain paper, Roll paper, Single sheet
Fanfold, Multipart paper: max. 3 sheets (original plus 2 copies)
Character Fonts
Pica, Elite, Italics, Condensed

Printing Method
Impact dot matrix
Printing Speed
160-180 CPS at standard character printing
Printing Characters
Standard 9 x 9 dot matrix
NLQ 12 x 18 dot matrix (33cps)
Character size: 2.12 x 2.8 mm (standard)
Character sets: Full ASCII character set (96)
32 International characters

Ink Ribbon Cartridge
Ribbon Life: 3 million characters/cartridge
Physical Dimensions
Size: 15" x 12" x 5"
Weight: 12.7 lbs.

Maximum Number of Characters

Standard:	10 cpi	80 cpl
Standard enlarged:	5 cpi	40 cpl
Elite:	12 cpi	96 cpl
Elite enlarged:	6 cpi	48 cpl
Condensed:	17 cpi	132 cpl
Condensed enlarged:	8.5 cpi	66 cpl
Condensed elite:	20 cpi	160 cpl

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SCREAMING EAGLES

By James E. Meldrum

This is a hypothetical Allied nightmare scenario for **Cobra**. In this scenario the Allied paratroops and commandos go into Normandy under marginal weather conditions just prior to the D-Day landings. The Allied meteorologists expect the weather to improve but, to their horror, it becomes worse. As a result, the D-Day landings are postponed and the paratroop and commando units already in position have to fight for survival, and then fight their way to the beaches in order to be extracted by friendly, naval forces. The French underground can be counted on to harass the German units intent upon annihilating the stranded Allied forces while they attempt to evacuate.

The scenario is four turns in length. Storms exist on the first game turn and the weather is overcast on all subsequent game turns. The Allied player may make up to three points in air attacks, but may receive neither replacements or reinforcements.

SPECIAL RULES

French underground activities in support of the stranded Allied forces are simulated by increasing all German movement point costs by one point for each road hex traveled north of a line running across the standard map on the XX06 hex row. German units moving through towns in this area receive no road bonus while in the town, and, in fact, must pay terrain costs for terrain in the town hex.

Allied units are evacuated simply by moving units into any beach hex of *Cherbourg, Auderville, Flamanville, Quettehou,* or *Grand-champs-les-bans.*

As mentioned above, German units must pay one mp per road hex moved through because of sabotage and harassment from French Underground forces.

VICTORY CONDITIONS

The Germans win by completely eliminating any two Allied airborne divisions (*six units*). The Allies win by withdrawing / evacuating at least eight units. Any other result is a draw.

INITIAL FORCES
(Allies)

All units of the 82nd and 101st Airborne Divisions; British 6th Airborne Division, 1st and 4th SS Commando Brigades.

The British commandos land as in the expansion game rules. All Allied airborne units enter the game via paradrop in the normal manner. Players may wish to use the historical drop zones; these are:

82nd Airborne
2117 (expansion map)

101st Airborne
2219 (expansion map)

6th Airborne
3703 or 3803 (standard map)

INITIAL FORCES
(Germans)

The German player receives all initial forces from the expansion game.

REINFORCEMENTS

The Allied player receives no reinforcements. The german player receives all reinforcements from turn X1. On turn X2 only the units of the 17th SS Panzer Grenadier and the Panzer Lehr Divisions may be used. No German reinforcements arrive on turns X3 or X4. Neither side receives replacements.

A BETTER "BITE" FOR COBRA

By Gary Smith

New Rules and Clarifications

TSR, in re-releasing that old SPI favorite, **Cobra**, basically kept the same rule while adding on the Normandy invasion map, and units to the breakout game. While adding a whole new "game" to **Cobra**, it seems a shame that the rules themselves couldn't have been overhauled a bit to reflect the thousands of hours of playtime in which gamers have invested.

The following rules' additions and clarifications are strictly optional, however, it is suggested that they be used in total to gain an overall improvement in play. As you will note, each side gains something by these additions.

Perhaps the biggest change is **Forced March**, but there is an historical purpose to allowing the Germans this option. Clear weather brought out the Allied fighter-bombers, which took a heavy toll on any German units caught moving. As **Cobra** now stands, the Germans have only a movement restriction, ie, they automatically (*no choice*) move slower as it gets clearer. In reality, the Germans tried to move normally in clear weather and very often, were hurt badly for their efforts.

Forced March allows the Axis player to take the risks that German field commanders took in order to try and stop the Allied onslaught. Odds are, they will suffer the same results. There again, they may be willing to take that risk to try and stop a dangerous, Allied breakout.

FORCED MARCH TABLE

DIE ROLL	2/3 Speed Movement	Full Speed Movement
1	Full	Full
2	Full	Step Loss / Full
3	Step Loss / Full	Step Loss / Two Thirds
4	Step Loss / Half	Step Loss / One Third
5	Step Loss / One Third	Eliminated
6	Eliminated	Eliminated

VENOM FOR COBRA

Variants and Changes

(6.49) Forced March (New)
Should the German feel that certain units must attempt to move further than the *Weather Table* allows, he should use the following **Forced March Table** and roll for *each*, individual counter that he wishes to move. Apply the results at once, and then move the eligible units.

(7.221) Divisional Integrity CRT Bonus (New)
Units that may benefit from divisional integrity may receive a bonus even if all the units comprising the division are not stacked together in one hex Regiments or brigades deployed in adjacent hexes that are attacked, or all attack the same defender receive a one-column shift in their favor on the CRT. Only one such shift may be given any such attack or defense, and is **not** allowed if any division cooperation in the attack or defense is using regular divisional integrity.

(6.711) The Rhino Rule (New)
(9.341)
All Allied attacks in the bocage were strongly assisted by the use of Rhino "horns" welded to the front of tanks. These "horns" allowed tanks to smash through the hedgegrows as opposed to trying to climb over them which made them easy prey for AT weapons as it exposed the underside of the tank. After its invention, crash programs to equip all units with Rhino devices started on July 14th and was completed on July 24. Therefore, all Allied attacks, or overruns made in the bocage hexes are shifted left one column on the CRT until turn three. Hills, light/heavy forest bocage hexes are not involved.

(16.1) (Add)
1 Victory Point per turn that any hex of *Caen* is occupied by German units. (**Cobra Breakout game only**).

Caen was a major British objective, and its capture was also a point of honor with Montgomery. He *had* to capture it. Surprisingly, there is no reason for the British to capture it as the original game goes.

(9.94) (New)
The principles of **9.92** also apply to overruns. They may not be conducted on the same target hex, or stack in the same turn.

(6.62) (Add)
"...unless armored or mechanized units disengaged from pure, non-armored, or non-mechanized stacks of units."

(15.3) (Add)
The hex to be bombed must be adjacent to an Allied unit.

(15.4)
Roll two dice. If a 5 or less is rolled, the Allied unit is subject to "Carpet Bombing" if more than one, randomly choose.

Luftwaffe
VARIANTS

By James E. Meldrun

As Avalon Hill's **Luftwaffe** is now played, there is no choice for the German player at the strategic level other than to use the historical German order of battle. This article presents a few options that the German Luftwaffe might have pursued in the defense of the Third Reich from allied air attack.

STRIP THE EASTERN FRONT

This variant simulates what might have happened if the Luftwaffe had stripped the Eastern Front of fighters for the air defense of Germany. This variant is for use with scenarios representing one quarter of the aerial combat. Add four FW190 and six ME109 units at the start of the scenario and reduce all German replacement factors by one half. The reduction in replacement factors represents a higher level of casualties and aircraft losses among out-numbered air units on the Eastern Front.

SUSPENSION OF HARASSMENT RAIDS OVER ENGLAND

In this variant the Luftwaffe has decided to suspend the aerial harassment raids on England and use those aircraft for air defense duties. Add one FW190 unit in each quarter beginning with the second 1944 quarter and add one extra ME262 in the last two quarters of the game. At the start of the first turn of the third quarter of 1944 the Allies get six Spitfires.

NORWAY STRIPPED OF FIGHTERS

For all practical purposes the German fleet had been knocked out of the war by this time, so there was no reason to keep squadrons in Norway to protect the sea lanes. These superfluous aircraft could have been used in the defense of the Reich. In doing this, add six ME109 air units to German forces at the start of the game, or if longer games are being played, add the ME109s at the start of the January 1944 quarter.

SEA LION SUCCESSFUL

This variant assumes that Germany was able to successfully complete *Operation Sea Lion*, and complete the conquest of England, thus knocking them out of the war. In this variant, the German player begins the game with all reinforcements from the first four quarters added to his initial units, together with all air units received in variants two and three. Thee Allies receive all units from the first four quarters, plus the initial units. In addition, all Allied units must fly from Italy/North Africa. The first four quarters of the game are not played.

VICHY FRENCH COOPERATION

If the Vichy French had cooperated in the defense of Germany all DE520 units would be available as initial units.

MORE EFFICIENT GERMAN AIRCRAFT MANUFACTURING

The Luftwaffe recognized the fact that the FW190 was probably their best conventional fighter. This variant explores what might have happened if the Germans had devoted more time and effort to producing these aircraft and getting them into the air sooner. To use this variant, allow all FW190 units to enter play two turns earlier than indicated.

These variants are designed for use with shorter scenarios, but may also be played in any of the longer versions of **Luftwaffe**.

The Game of
Aerial Combat
over
Germany
1943-45

Japanese Jets For DAUNTLESS

By James E. Meldrun

The squadron of twelve B-29 bombers drones towards the Japanese coast. They are just starting a descent to a lower level when they are attacked by four Japanese fighters. On their first pass the Japanese shoot down two B-29s and leave two others trailing smoke from damaged engines. The unidentified fighters move so fast that the gunners are barely able to track them, and most of the time the defensive fire goes wild. Another Japanese plane screams through the now ragged American formation, its nose gun twinkling. Another B-29 on the edge of the formation disintigrates. The American squadron commander sees the plane as it makes a pass at his aircraft. It looks as though the podded, twin engines had no propellers, and he remembers the German jet planes that attacked his old B-17 over Europe. Ahead of him the crew of another B-29 has begun to bail out as their plane begins its slow slide from the sky. That makes a total of four bombers lost, and the American commander orders the rest of the squadron to jettison their bombs as he radios a U.S. fighter group in their area to come to their aid...

This situation never really occurred, but it well might have had the Imperial Japanese Navy managed to get the Nakajima Kikka jet fighters into production and into service in any quantities. During the last years of the Second World War the Japanese aircraft manufacturing industry was greatly influenced by that of Germany. As a result, Nakajima's Kikka jet fighter was closely patterned after the Germans' ME-262A jet fighter bomber. However, it was not nearly as successful. Only a few examples of the Kikka flew before the Japanese surrender.

The Japanese were greatly impressed with the German jet fighter and commissioned Nakajima to produce an aircraft with similar capabilities and performance. It was originally planned to be a fast attack bomber. The design was developed by a team which included Kazuo Ohno and Kenichi Matsumura.

The Kikka bore a strong resemblance to the German ME-262, but was actually smaller and lighter. The first version was designed as an attack bomber with folding wings for storage, but a fighter version was planned as well. Bombing raids on the factories caused the project to die a borning.

These scenarios assume that the plane was produced and serviceable before the end of the war. Now, one will be able to see how the Kikka would have performed in combat.

The armament was to include a pair of 30mm cannons. For the purposes of the scenarios assume that the armament for this aircraft included not only the 30mm cannon, but a pair of 12.7mm machineguns as well. The attack version is assumed to be armed with a single 800kg (1,764 lb.) bomb in addition to the other armament, and is treated as loaded when used in this configuration.

In a nutshell, the Nakajima Kikka is supposed to be a day, jet fighter similar to the ME-262A with similar capabilities and performance, but in a smaller, lighter, less armed version.

SCENARIOS

In order to play these hypothetical scenarios players must have both Avalon Hill's **Air Force** game, and **Dauntless** gamette. The German ME-262 counters from **Air Force** are used to represent the Kikka and the US P-47 and P-51 counters from that same game are also necessary. All other counters which are necessary are found in **Dauntless**.

PLANE TYPE: Nakajima Kikka

Fighter/Bomber

MOVEMENT CHARACTERISTICS CHART

ALTITUDE (x 1000')	SPEEDS				SPEED CHANGE		ALTITUDE CHANGE		MANEUVERS				
	STALL SPEED	MANEUVER SPEED	LEVEL SPEED	DIVE SPEED	POWER FACTORS	BRAKE FACTORS	CLIMB RATE -1/.4	DIVE RATE +1/.3	BANK	TURN	SLIP	HALF-LOOP	HALF-ROLL
0 - 4.9	0-2	3-6	2-10	11-13	1	1	.7	1.5	3	4	4	6	5
5.0 - 9.9	0-3	4-6	7-10	11-13	1	1	.6	1.5	3	5	5	7	6
10.0 - 14.9	0-4	5-6	7-11	12	1	1	.5	1.4	4	6	6	8	6
15.0 - 19.9	0-4	5-6	7-11	12	1	1	.4	1.4	4	7	7	9	7
20.0 - 24.9	0-5	6	7-11	12	1	1	.3	1.4	4	7	7	10	8
25.0 - 29.9	0-6	-	7-11	12	1	1	.2	1.4	5	8	8	12	9
30.0 - 34.9	0-7	-	8-10	11	1	1	.1	1.4	5	8	8	12	9
35.0 - 37.9	0-8	-	9-10	11	1	0	.1/6	1.4	6	8	8	14	10
38.0 - 39.3	0-8	-	9-10	10	0	0	-	1.4	6	9	9	15	11
LEVEL SPEED	-	-	-	-	+	-	-	-	+1	+1	+1	+1	
DIVE SPEED	-	-	-	-	P	-	+.2	-	+1	+1	+1	+1	
LOADED (OP.)	0	-1	-1	-1	-	-	-.2	-.4	+1	+2	+2	P	

MOVEMENT CHARACTERISTICS MODIFIERS

Variant: Kikka attack bomber version; treat as loaded.

POINT VALUE: 25

TARGET CHARACTERISTICS CHART

W	5			Cn	2	MG	2
F	5			L	3		
C	3			C	-		
E	2	E	-	E	-	E	2
G	2C		8M		8M		2C
	(2)		(8)		(8)		(2)
	FF		FF		FF		FF

SILHOUETTE MODIFIER: +3

FIRE MODIFIER: +2

TYPE ENGINE(OP): 1 (jet)

BLIND SPOTS(OP):

H: A, 12 (+1), 2, 4, 6 (-11), 8, 10

M: 12 (+2), 2 (+1), 4 (-1), 6 (-2), 8 (-1), 10 (+1) .

L: B (-1), 12 (+1), 2 (-1), 4 (-1), 6 (-3), 8 (-1), 10 (-1)

Imperial Japan
"Kikka" (Orange Blossom)

RAID INTERCEPTION

In this scenario, The Japanese intercept a flight of US Navy aircraft.

US: 4 F6F or 4 F4U, and 4 TBM Avengers, or 4 SB2C Helldivers are on the south map edge at 10,000 feet.

IJ: 3 Kikkas anywhere on the north map edge at 10,000 feet on turn #1.

Victory Conditions:
The Japanese win by shooting down at least four US aircraft. The US win by shooting down at least one Kikka, or by avoiding the Japanese victory conditions.

DOGFIGHT

US: 1 P-47D or 1 P-51D, or 1 F6F, or 1 F4U anywhere on the map on turn #1.

IJ: 1 Kikka on the opposite map edge on turn #1.

Victory Conditions:
The surviving player is the winner.

Special Rules: None.

Variations:
Use one or two Kikkas against any four of the previously mentioned US fighter types.

Victory Conditions:
The Japanese must be able to shoot down at least two US planes. The US player must shoot down one Kikka, or avoid the Japanese victory conditions in order to win.

BOMBER INTERCEPTION

US: 12 B-29s in formation anywhere on, or adjacent to the south map edge at 10,000 feet on turn #1.

IJ: 4 Kikka anywhere on the north map edge at 15,000 feet on turn #1.

Victory Conditions:
The Japanese must shoot down four B-29s in order to win. The US wins by avoiding the Japanese victory conditions, or by shooting down one Kikka.

Special Rules:
The Japanese may not ram their planes into the American planes, and the formation rule for massed air units is in force.

STRATEGO
GAME
MB
AGES 10 to ADULT
MILTON BRADLEY

By Bob McClean

STRATEGO, the classic strategy game for the whole family has been with us since the mid 1950's. Enjoyed by many people who would never consider it a "wargame", it still calls for the strategy, planning, intelligence and tactics of a wargame.

Essentially, each side consists of an army of tiles of differing ranks and abilities which total forty pieces per side. The object is to capture the opponent's flag. This is done by first of all eliminating your opponent's pieces through a series of captures wherein the higher ranking piece captures the lower. There are some specialized pieces (bombs, engineers and spies) which do certain things without regard to ranking.

The game board consists of 100 squares with two small areas (lakes) in the center. The pieces are placed so that a blank side faces your opponent. There are only twelve unoccupied squares at the outset, so a great deal of capturing goes on before the flag itself is captured.

In the author's opinion, 75% of a winning strategy in **STRATEGO** is in the initial setup. This won't come as any news to anyone who, after beginning play, finds all his key pieces trapped in the rear ranks while an enemy "task force" is decimating his flank.

The first decision which must be made is where to place the flag. Don't try to be cute by placing it in a spot where you don't think your opponent will be looking for it. He will probably stumble upon it by accident. You can place bombs around it, but he will be sure to notice that one flank is not moving; making it a likely target.

Essentially, the flag belongs in the rear rank. Most people will place it in a corner, leaving one less flank to defend. This type of defense certainly has its merits, though it is somewhat predictable. Your next step is to shroud your flag with some bombs. Bombs have no more noble destiny than to protect your flag. I would suggest a one square separation between each bomb and the flag. These squares would be occupied by pieces that outrank miners who may safely remove the bombs. Do not trap a more higher ranking piece in there than is necessary.

If you wish to use a corner defense I suggest a mirror defense (minus the flag, of course) in the opposite corner. Your opponent will then be confronted with a balanced defense with no indication as to which flank on which to focus.

In addition to the flag placement, symmetry is a good goal for your overall setup. A dispersion of all types of pieces throughout the setup is a good idea. A weak flank or row will quickly disappear, leaving a good. indication as to your flag location. Resist the temptation to bias the flank containing the flag too heavily. When grouping several weak pieces together, have an officer adjacent to the group in order to protect it.

Naturally, the style of game you intend to play should influence your overall setup. Obviously, the two board styles are offensive and defensive. With offensive, you are attempting to move into enemy territory, rending and slashing your opponent's pieces, searching for the flag. In this situation it is not wise to spread out your officers. A judicious concentration of the right amount of force will best serve you.

With defense in mind, you should consider placement of bombs carefully. While blocking some of the three invasion routes can be useful, placement of the higher ranked officers in a position so as to react to enemy advances is even more so. Due to the nature of the game, both players will be involved with both offense and defense at one time or another. If you are on the offensive, try to make your opponent react to your moves, and thus control play. When on the defense, you hope that your setup is such that your opponent will be blunted before they can do you any vital damage, and allow you to counter attack a weakened foe.

Another defense that is useful is the passive defense. When an enemy task force invades, the temptation is to move the pieces which are in danger of capture. Instead, move pieces in other areas of the board. The attacker will be faced with units that are not moving, and he has to consider that they might be bombs. Few things slow attackers down more than the threat of a bomb destroying his high ranking officers. Because of this, large groups of stationary tiles can often be very intimidating.

An important point to consider in the setup is the interplay between the Marshal and the Spy. The Spy's only function is to capture an opponents highest ranking piece, the Marshal. The importance of this becomes apparent when you realize the fundamental approach most players have to the game: They have two overall objectives which are to eliminate their opponent's pieces through attrition in order that they might be left with the highest ranking piece on the board which will enable them to capture anything that moves. And the second objective is to ascertain the location of their opponent's flag.

When a player achieves the first goal, any moving piece on the board becomes a target. In this war of attrition, the Marshal plays a paramount role. The intrigue and subversive plots involving the Marshal and the Spy is one of the most interesting aspects of the game.

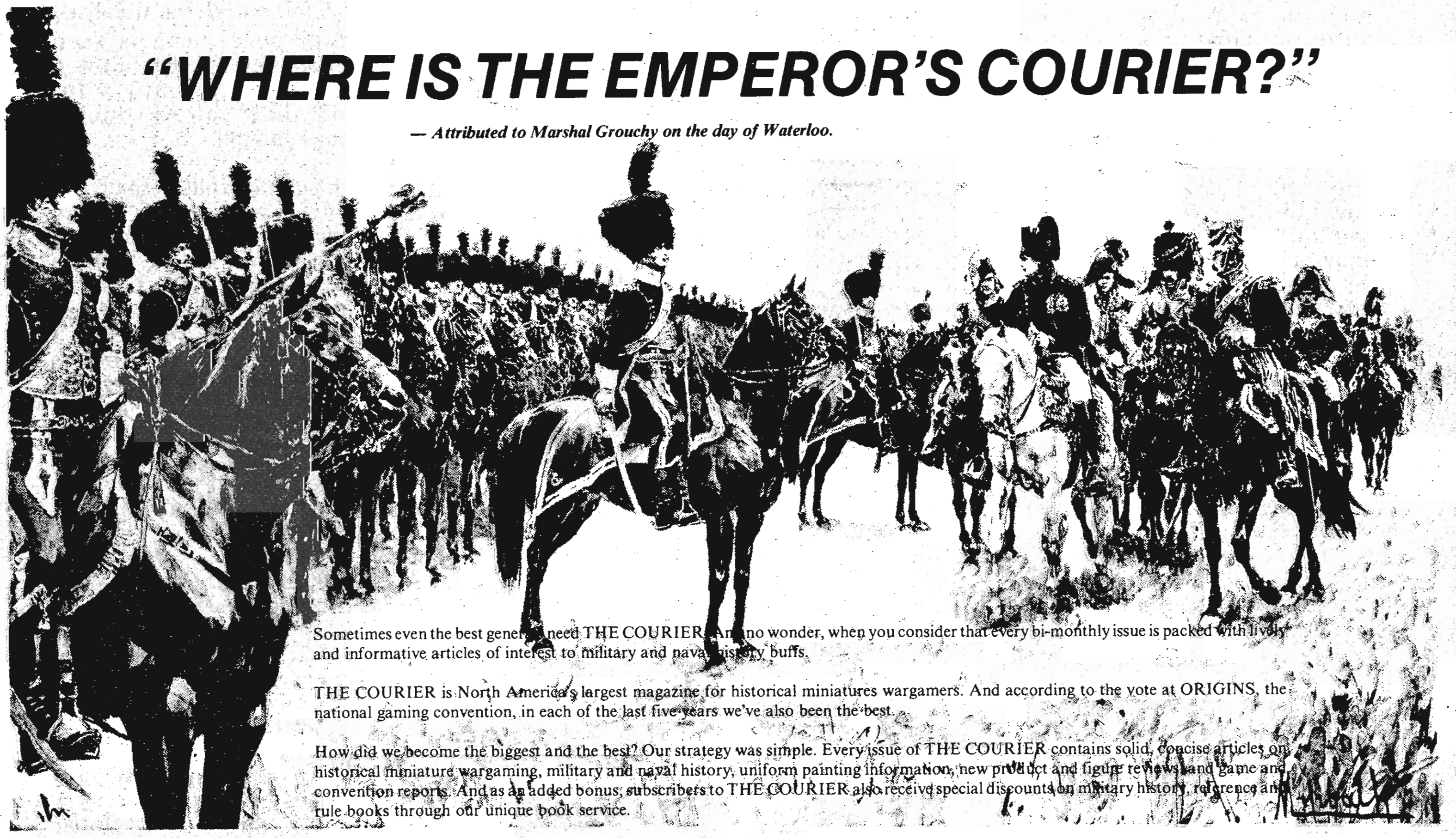
One popular approach is to place the spy adjacent to the General. The General is the second highest ranking piece in the game, and since it takes a Marshal to eliminate him, he therefore becomes "bait" for drawing out the Marshal. There are many ways in which the Spy can ambush the Marshal, but the plot must initiate with the setup, so forethought as to how best to set the trap for your opponent's Marshal is a final part of your initial setup.

There are only five miners in the game and if they can be eliminated, a flag surrounded by bombs becomes inviolate. Therefore, it is wise to place Sergeants behind your bombs in order that they will kill the miners that break through the screening bombs.

Also, always keep a Scout or two in the back row away from the action. Towards the end of the game, the ability to move a maximum of nine squares straight in one turn may be decisive in running down flags.

Finally, do not place all of your bombs around the flag. Always set some others up elsewhere, if for no other reason than to not clutter the squares close to the flag. Leave some room for you to move defenders in to protect the flag. Too many detours around bombs can cost the game.

These overall guidelines should be useful when considering your next **STRATEGO** setup. Do your best not to be predictable, and do a lot of experimenting. Remember, your setup should compliment the style of game you are planning to play.



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Circle Reader Service # 8

Solitaire Squad Level WWII Combat

AMBUSH!

VARIANTS

FALLSCHIRMJAGER

by Wayne C. Close

The days of lightening strikes from the sky are over for you. There will be no more large scale offensives in which you will take part. The Allies have the initiative and they are racing across France. Your duty is clear. As elite troops you are expected to fill the gaps and slow down the tide. The army's depending on you, Germany's depending on you, and your very lives are depending on how well you can perform the task assigned to you. Load up, and move out...

THE GERMANS

The German fighting man of WWII was renowned for his tenacity under fire and for his good tactical leadership. By late 1944 there were many veteran combat NCO's and officers on the western front. However, many of their troops were inexperienced. To represent this, use the same **Squad Quality Table**, but use this chart for squad generation.

SQUAD MEMBER COST CHART

5/C	4/C	3/C	3	2	1	0
18	11	7	5	3	1	0

EQUIPMENT COST CHART

Major Weapons	Cost	Portage Boxes
Heavy Machinegun	15	3
Light Machinegun	13	2
Flamethrower	10	1
Panzerbuchse	9	1
Assault Rifle (MP44)	8	1
Mortar	8	2
Machine Pistol	4	1
Panzerfaust	3	1
Bolt Rifle, Scope	5	1
Bolt Rifle	2	1

Satchel charges, pistols, grenades, and ammo remain as for U.S. forces. Use the *Automatic Rifle* line on the **Weapon Type Chart** for the *Assault Rifle.*

Through the efforts of Albert Speer, the German infantryman was well equipped. To demonstrate this fact, *add two points to the German weapons.*

Although the feeling was that if you were in the armed services you were able to drive a motor vehicle, the truth of the matter was that many of the soldiers had, in fact, never driven before, and were generally inexperienced behind the wheel. To account for this, *subtract two from the driver skill points.*

Special German Weapons

WEAPON TYPE	JAM (PC)	BASE HIT CHANCE AT RANGE (in Hexes)						DAMAGE TABLE EFFECT (One Die)							OUT OF AMMO
		8	7	6	5	4	3	Personnel				Penetration			
		SAME HEX	ASSAULT	ADJCNT HEX	SHORT RANGE	MED RANGE	LONG RANGE	PANIC	WND	INCAP	KILL	LIGHT	MED	HEAVY	
Flamethrower	05 +	•	•	•	2-3	4			0	1-2	3-9	9			35
Panzerbuchse	05d	•	•	•	2-5	6-9	10-16			0-3	4-9	0-3	4-6	7-9	A
Panzerfaust	05d	•	•	•	2	3		(As grenade out)				0-2	3-5	6-9	A
Explosives	DUD	8	7	6	5	4	3								
Mortar	05d	•	•	•	1-9	10-20	21 +	0-2	3-6	7-8	9				A
Shaped Charge*	05d	•	•	•	•	1	2					0-1	2-3	4-9	A

+ This is a break. Not a jam.

*See " Mission Six" instructions.

SPECIAL WEAPONS' NOTES

Flamethrowers cannot be snap fired. Do not use the soldier's weapons' skill when firing a flamethrower. Range is the only consideration. Target modifiers are used. If a soldier armed with a flamethrower is hit by enemy fire and the result is other than panic, there is a chance the flamethrower will explode. Roll PC dice; on a 10 or less the flamethrower explodes. The carrying soldier is automatically killed, the hex he occupied burns and all other occupants in the hex roll on the **Pistol Damage Table**. If the carrying soldier is fired upon and the result is *Panic* or *Miss*, the flamethrower will explode on a roll of 01, with the same results.

An incapacitated soldier in a burning hex is killed. Any equipment or personal weapons left unattended will be destroyed unless removed by the turn immediately following ignition. Men who occupy a burning hex will ignore any panic and will exit the hex during their next turn. Soldiers that would have panicked, immediately fall prone in the first non-burning hex they enter. Roll randomly for the exit hex of enemy soldiers if no movement plot is given. Soldiers and vehicles directed to enter a burning hex will move around it by the most expeditious route, until they have entered the next hex on their movement instructions. If unable to do this, soldiers will conduct 801, crew members will conduct 910.

Any hit will cause the target hex, as well as the targets, to burn. If the result is a miss, roll one die, 0-4 hex burns, 5-9 hex does not burn. Buildings, vehicles, woods, wooden bridges and brush will burn for the remainder of the mission. Road, open, cover, the stone bridge, rough, and crater will burn till the end of the current round. Ford, stream, and river hexes will be unaffected.

Attacks against bunkers receive a -3 to hit an aperture unless in the same hex. A hit sets the bunker on fire and all occupants roll for damage. Attacks against open armored vehicles receive a -3 to hit unless in the same hex. A hit disables the vehicle and kills all the occupants. If closed, use the vehicle size modifier. A hit causes the vehicle to lose one turn if any remain in this round. Attacks on other type vehicles (jeeps, etc.) use the vehicle size modifier. A hit results in a disabled vehicle and the occupants roll on the **Semi-automatic Rifle Damage Table**. When attacking soldiers, use stance and location modifiers and use a +1 modifier for each additional soldier in the hex. Damage is rolled on the **Flamethrower Damage Table**. Treat a flamethrower like an automatic weapon for multiple targets.

PANZERFAUSTS

These weapons can only be fired one time. The firing soldier's WS is *NOT* applied to this weapon. All soldiers in a hex in which a Panzerfaust has impacted must check on the **Grenade Outside column** of the **Damage Table**.

GENERAL NOTES

You will have to change some of the nomenclature in a scenario to fit the new German format. Any reference in the rules and paragraphs to 'Germans' change to 'U.S.' and vice versa. On enemy weapons' cards change all references for Machine Pistols to Sucmachineguns, Bolt rifles, to Semi-Auto Rifles, Light Machineguns to Medium Machineguns, and Panzer IV's and Jagpanthers to Shermans. Keep the Bolt Rifle, Scope as this can simulate the use of the '03 sniper rifle.

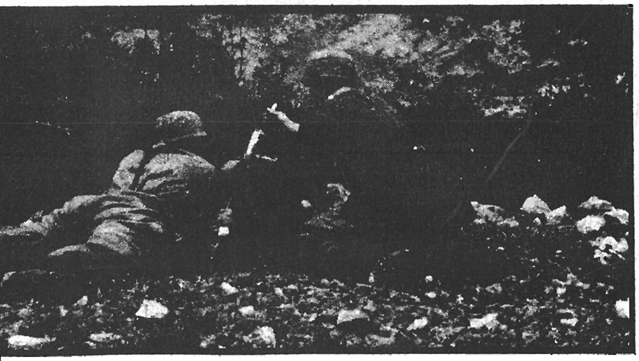
When receiving reinforcements and the paragraph calls for the entry of a Sherman, roll one die. On a roll of 0 you will receive a Jagdpanther; any other roll is a Panzer IV. Since the Jagdpanther carried an 88mm gun instead of the lighter 75mm on the Panzer IV give the Jagdpanther a medium penetration on a roll of 0. Any other roll is a heavy.

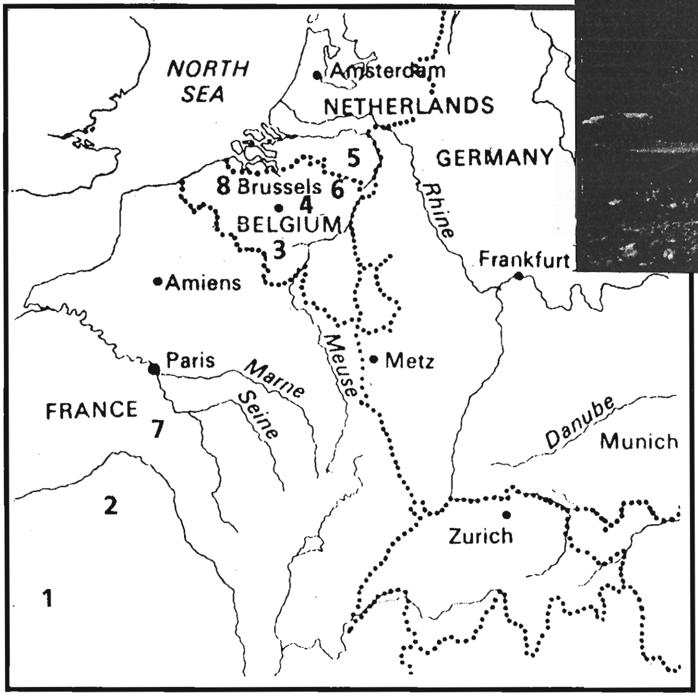
It will, of course, be necessary to use the German cards for the enemy. However, you must substitute a U.S. counter. Use the following schedule:

A for N
B for X
C for M
D for T
E for L
F for S
G for U
H for R
J for W
J for Q
K for P
K for V

These substitutions work well with the **action round markers** and on the **squad record sheet**. When performing enemy actions, continue to use the old **German alphabetical ordering system** (i.e. **S acts before X, etc.**)

Another necessary change is the setting of each scenario. Following are the mission briefings for the first eight scenarios. All descriptions assume that your rules have been corrected with the latest errata.




NORTH SEA
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FRANCE
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Danube
Munich
2
Zurich
1

MISSION 1: Blutig St. Michaux
MISSION 2: Retreat through Chasoul
MISSION 3: Cold Morning in Belgium
MISSION 4: Fallschirmjager
MISSION 5: Fall Taschendieb
MISSION 6: Assault on Fortress Belgium
MISSION 7: To The Last Bullet
MISSION 8: Battle for the Ardennes

MISSION 1: Blutig St. Michaux

LATE JUNE, 1944

Advances by American forces have cut off vital lines of communication to German units still fighting in the bocage country at the front. Your squad's parent division has been held in reserve for just such an emergency. However, one squad has already failed to secure the vital St. Michaux road, so the task has been assigned to your more experienced men.

YOUR SQUAD

Purchase equipment for your men. Due to a shortage of ammunition you may not buy any machineguns, panzerfausts, or mortars.

SET UP

Use Map 'A'. The top of the map is north. Your soldiers may enter the map in any hexes on the west edge between A-1 and A-19, inclusive. The Activation levels are as follows:

c1: 0-2 c2: 0-4 c3: 0-6 c4: 0-8

VICTORY

The victory conditions are the same except that your soldiers must exit between hexes A-1 and A-19 if you choose ending #2.

Victory point loss for an incapacitated German may be avoided by moving him off the map between hex A-1 and A-19 or, if mission ending #1 is accomplished, by moving him into either building hex.

MISSION 2: Retreat through Chasoul

AUGUST, 1944

Your squad's parent division is racing across France closely pursued by Allied forces. While your regiment awaits more fuel, there is a report that you have been outflanked and that American troops have occupied the vital crossroads town of Chasoul. Your squad is sent ahead to clear the town and set up a machinegun nest so that your regiment can continue its strategic withdrawal.

YOUR SQUAD

Purchase new equipment for your squad. In addition, you receive a light machinegun and two clips at no additional cost.

SET UP

Use Map 'B'. The top of the map is north. Your soldiers may enter the map in any of the hexes on the south edge between A-19 and Y-19, inclusive. The Activation levels are as follows:

c1: 0-2 c2: 0-4 c3: 0-6 c4: 0-7
c5: 0-8 c6: 0-7

SPECIAL RULES

River. The water barrier from hex a-6 to hex Y-7 is a river.The river cannot be entered except by crossing at an intact bridge.

VICTORY

You need thirty victory points to win the game. You receive one victory point for each building hex that any of your soldiers enter. You also receive three victory points for establishing a machinegun nest in the second story of a church **(Hex S-13)**. You must have two active men plus an operable machinegun. (One of your own, or a captured one with ammunition) on the second floor at the end of the mission, for you to receive the points.

The mission ends in one of two ways:

1. All the building hexes have been entered by German soldiers and all your active soldiers are in the church (**S-13** and **S-14**).
2. All of your active soldiers have exited the map from any valid entry hex (**A-19** through **Y-19**).

Victory point loss for an incapacitated soldier may be avoided by moving him off the map through hexes a-19 through Y-19, or, if *all* the building hexes have been entered, by moving him into the church.

MISSION 3: Cold Morning in Belgium

JANUARY, 1945

Shortly after the stalling of the *Ardennes Offensive* your squad has been assigned garrison duty along a quiet sector of the front. You have been ordered to hold a strategically located village.

YOUR SQUAD

Purchase new equipment and receive a radio at no additional cost.

SET UP

Same, except for placing your men in four different buildings. Make paragraph checks for each hex your men occupy. If rounds have not yet begun, roll for random events until they do.

SPECIAL RULES

Same.

VICTORY

You need ten victory points to win, unless Sighting #1 occurs. In that case, you will need 25.

This mission ends in Condition #4 when no active U.S. soldiers are on the map or as specified in Sighting #1, whichever occurs first.

MISSION 4: Fallschirmjager

DECEMBER, 1944

Your experienced squad of *Fallschirmjager* have been assigned to their first combat jump since *Crete*. As part of the great *Ardennes Offensive*, you are to drop behind enemy lines and capture, intact, two important bridges near the town of *Clervaux*. Once the bridges are secured you are to dig in and hold until relieved.

YOUR SQUAD

Since this is a paradrop little equipment may be carried by the soldiers, so your purchases are limited to:

Assault Rifles	Panzerfausts
Machine Pistols	Pistols
Panzerbuches	Grenades

You may not purchase machineguns or bolt rifles. A soldier may only carry one Port Box of weapons and may not carry Panzerbuchse ammo. All soldiers must carry an entrenching tool in one of their ammo spaces. In addition, to the other equipment you receive one Panzerfaust at no additional cost. Cache rules remain the same.

SET UP

Use Map 'B'. The top of the map is north. Your soldiers set up on the map according to the paradrop rules in your rulebook and those listed below. No markers begin on the map. The Activation Levels are:

c2: 0-3   c3: 0-6   c4: 0-8   c6: 0-8

Activation is not possible in Condition #1.

PARADROPPING, LANDING, ACTIVATION ON LANDING, PARACHUTE REMOVAL and SPECIAL RULES

Same, except that you set your men up in hexes Q-19 through Y-19, inclusive. When rolling for drift, an even numbered result means movement to the northwest, while an odd numbered result means movement to the north. If a man reaches the map edge and has not received a "LAND" result, he will land in that map hex.

VICTORY

Fourteen victory points are necessary to win. You receive four victory points for capturing a bridge by digging in and occupying certain hex sides of the bridge (hexes F15 and H14 for the stone bridge and F12 and H11 for the wooden bridge).

In order to dig in soldiers must expend four actions. The same soldier need not expend all four. The actions may be split between two or more men. The only consideration being that they all must have an entrenching tool in their possession while digging. The operations need not be consecutive. If in operations it requires only one action by one man, but roll for a random event for each man attempting to dig. Once dug in, place a "crater" marker in the hex, replacing the regular terrain.

If you capture both bridges, you receive ten victory points for the activation of Americans and their capture, as revealed by the mission. Victory point losses for incapacitated soldiers cannot be avoided. The mission ends in one of two ways:

1. If in condition 4, 5, or 6, the game ends if there are no active Americans on the map and both bridges are captured.
2. All your active soldiers have exited the map, from any map edge hex.

MISSION 5: Fall Taschendieb

NOVEMBER, 1944

The Allies are quickly advancing across the Low Countries and only the day before have captured V-2 launch site intact before it could be evacuated or destroyed. Your squad has volunteered for a dangerous: Penetrate the newly formed enemy lines, reach the V-2 base, recover the rocket plans, bring back the rocket scientists and destroy the base. Only in this way can you deny the Allies all this valuable information.

YOUR SQUAD

Purchase new equipment for your squad. However, you cannot purchase the following:

Medium Machineguns
Heavy Machineguns
Panzerbuchses
Flamethrowers
Mortars

However, you may have two satchel charges at no additional fee.

SET UP

Same, except that you may use a panzerfaust to destroy the V-2 simply by firing at it, and scoring a slight penetration. Treat the rocket as a man standing behind an aperture for hit probability.

VICTORY

Same, except you need fifteen victory points to win. You lose two victory points for each active scientist that exists the map with the Americans, or remains on the map at the end of the mission. Victory point losses for an incapacitated soldier can be avoided by moving him off the map from hex A-19 through Y-19.

MISSION 6: Assault on Fortress Belgium

MAY, 1940

In the early hours of 10 May, the German assault on the Low Countries begins. In order for the panzers to race across Belgium, your squad must cross one of the many canals, destroy the fortifications along the border, and allow them safe, swift passage. Their chance of success depends on you, and you alone.

YOUR SQUAD

Purchase new equipment for your squad. As this scenario takes place in early 1940, the following weapons are not yet available:

Assault Rifles
Panzerfausts
Panzerbuchses

For no additional cost you receive four boats, and your squad receives two special shaped satchel charges.

These special satchel charges are the same as regular satchel charges except for the following changes:

Require two port boxes
One or two hex thrown range.

If a shaped charge lands in a bunker hex and detonates, it automatically destroys the bunker (*It does not have to be inside the bunker*).

A shaped charge may be set to detonate the turn it is placed or one turn later.

SET UP

Use Map 'A'. The top of the map is north. Your soldiers enter the map in hex 0-19 by small rubber boats. There are no markers on the map. The Activation levels are as follows:

c1: 0-2 c2:0-4 c3: 0-6 c4: 0-8

SPECIAL RULES

Same, except for the following:

Entering Bunkers: If you wish to enter a bunker to recover enemy weapons, you may do so by using a normal satchel charge rather than a shaped charge. Have your man stand in the hex adjacent to the bunker door and throw it into the hex. If successful, the door is considered breached and your men may enter.

Sightings: Ignore sighting one. Mark it off on your **Squad Record Sheet**.

DAMAGE EFFECTS

Same, except ignore any reference to Bazooka effects.

VICTORY

Same, except that you need 18 victory points to win the game and the mission ends in condition 4 when there are no active Germans on the map.

If you own MOVE OUT! and / or PURPLE HEART, you can develop similar scenarios for these modules. One thing to always keep in mind is that you must think the reverse of the original scenario. Hopefully, this scenario variant will make playing AMBUSH! even more enjoyable for you.

MISSION 7:
To The Last Bullet

SEPTEMBER, 1944

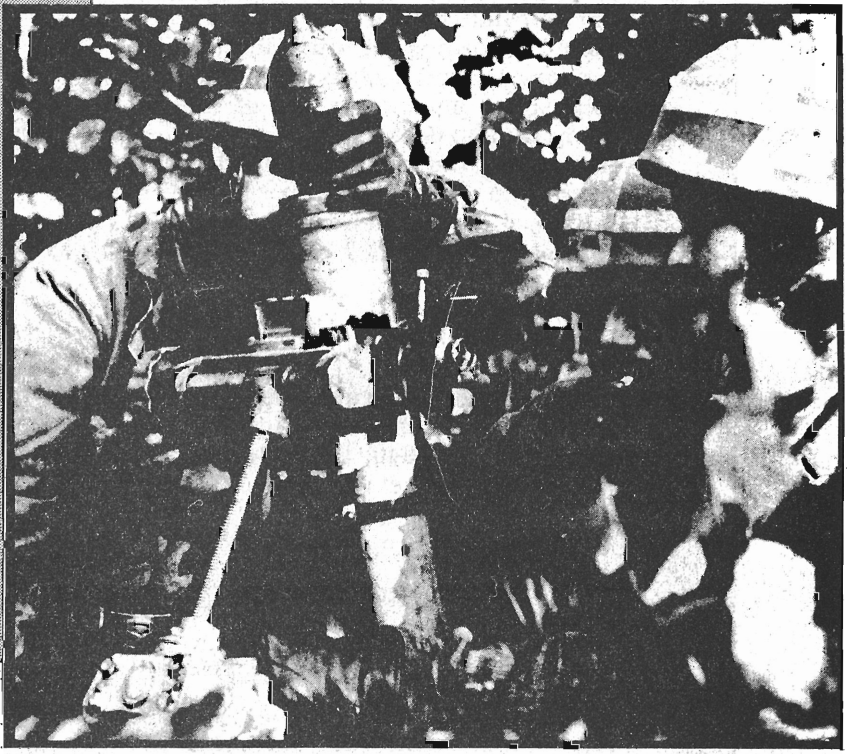
Your parent division is withdrawing across France, rapidly pursued by Allied forces. Your squad has been volunteered for a dangerous rear guard action. Your job is to hold the enemy for as long as possible, then fall back and rejoin your regiment.

YOUR SQUAD, SPECIAL RULES

Same.

VICTORY

Same, except that you need 10 victory points to win.



MISSION 8: Battle for the Ardennes

DECEMBER, 1944

The long-rumored, great offensive has finally been launched. After great, initial success, your *Fallschirmjager* unit, being used as conventional infantry, has been held up by stiff enemy resistance. Requested panzer support is on its way, and it is your job to capture, and secure a critical bridge. Once the bridge has been secured the panzers will be able to advance, and you will join them.

YOUR SQUAD

Use Map 'A'. The top of the map is north. Your soldiers may enter the map from the west between A-5 and A-10, inclusive. No markers begin the mission on the map. The Activation Levels are as follows:

c1: 0-2 c2: 0-5 c3: 0-3
c4: 0-7 c5: 0-8

SPECIAL RULES

Same.

VICTORY

Same, except that you need twenty victory points to win.

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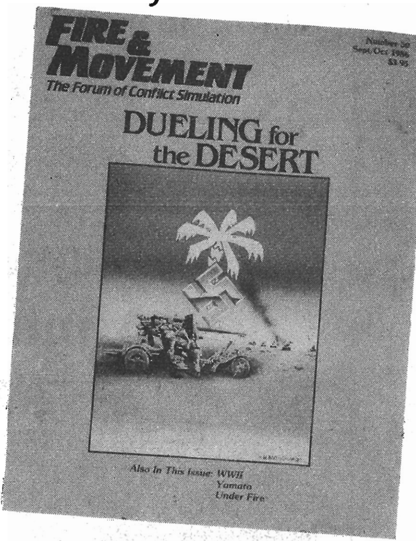
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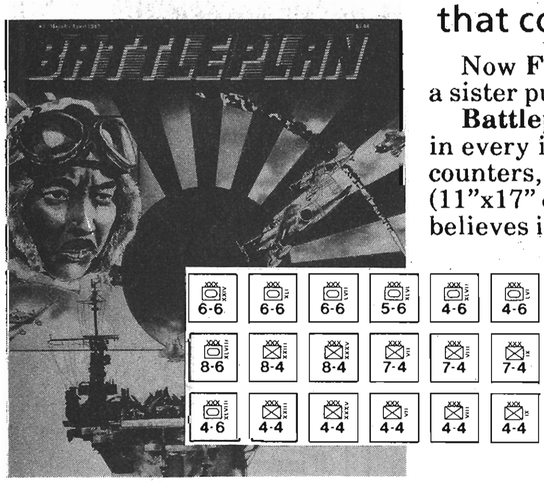

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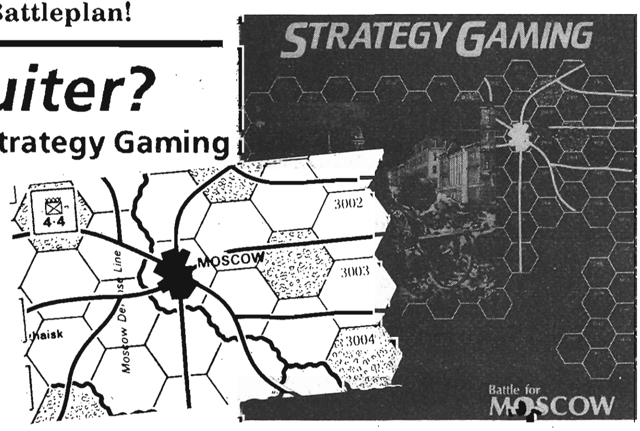

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DISCLAIMER: Upon reading the entry form and conditions of entry I agree to abide by all the rules and the conditions set by the organisers, and by the decisions as to the interpretations of those rules and conditions set by the organisers. I also agree that I have no claim against the organisers for any loss, damage or injury to any person or property arising from anything in any way connected with the convention or competitions.

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WORLD BOARDGAMES CHAMPIONSHIPS - EXPLANATORY NOTES

The competition will last for 8 rounds, each of 4 hours duration. All entrants will play in all 8 rounds, unless there is an odd number of entrants, in which case a bye will be given to the entrant who has the least number of points. No entrant will be given the bye more than once.

There are 10 Convention Games. Of these, entrants will be asked to choose 6 and rank them (1= best, 6=worst). An entrant will not play the other 4 games. Thus two opponents will always have at least 2 games in common. When two entrants are drawn to play eachother, their game lists are compared from 1 to 6 until a match is found. Thus entrants will play their most popular common game. This system ensures that, on average, an entrant's higher ranked games are played most often.

The draw for the competition will be based on the 'Swiss System' used in Chess competitions. Therefore, in each round, each entrant plays an opponent who is closest in points to him provided he has not played that opponent in a previous round. Each game is worth 8 points, which are split between the two opponents depending on the level of Victory they achieve. The bye is worth 8 points.

When the opponents are told which game they are to play they then bid for the side they wish to play, a system similar to that in Storm Over Arnhem. The scenarios have been extensively playtested and include comprehensive clarifications to ambiguous rules.

Chess Clocks are used to regulate the amount of time opponents spend on their moves. The split-up of time, and all other information that entrants require, such as game scenarios, victory levels etc will be sent to each entrant after the entry is received. However, for entries received by mail close to the commencement date, information will be retained for presentation to the entrant at the registration desk of the Convention prior to the start of the competition. Competition briefing commences 8 am, Friday 3rd July and the first round will commence at 9 am. The competition will be held at the Ballroom of the Lord Baltimore Clarion Hotel, cnr. Baltimore & Hanover St. Baltimore.

In order to have sufficient copies of games for each round, entrants are required to provide as many convention games as possible. If a game is unavailable, the next most popular common game will be chosen.

All cheques should be made payable to Origins'87. For further information, contact Atlanticon on (301) 2983135.

Circle Reader Service # 10

WORLD IN FLAMES
GLOBAL CONFLICT: 1939~1945

26.9 DECLINE & FALL: 1944/45 CAMPAIGN GAME

This scenario represents the last months of Axis power. At the start of the campaign the Axis powers still possessed vast empires. From France to Finland, Burma to Manchuria, the Axis controlled 1 billion people and enormous quantities of matériel. Within 16 months, their power was destroyed, their cities in ruins. The incompetence of the Allied commanders that was displayed time and time again during the first half of the war, was replaced by an amazing series of successes under the command of some brilliant leadership. Could the Axis have countered this performance? Could the Allies have done even better? Hopefully, this scenario will help you find out.

26.9.1 BACKGROUND

The 1944 Campaign game commences after the Reinforcement Segment of the May/Jun 1944 game turn. The Initiative Marker is placed on the Axis unshaded 0 box on the Initiative Track. Each nationality sets up in the order shown below.

Germany (and her Axis minor allies) are at war with the USA, Commonwealth and Russia. Japan is at war with the USA, China and the Commonwealth. Italy is conquered. All other countries are neutral (except as specified in the following paragraph).

Major power control is as for the 1941 start with the following additions (each addition to one major power is obviously a subtraction from another):

1. China: none
2. Japan: two coastal hexes between French Indo-China and Hong Kong; Siam; Burma (all jungle and mountain hexes in India); Andaman Islands; Malaya; all islands in the Java Sea, South China Sea, Central Pacific and Timor Sea (except Australia); Dutch New Guinea (except the port hex); Rabaul and all other islands in the Bismark Sea (except Papua, New Britain, Admiralty Island and the hex to its NE); Attu.
3. Germany: Albania; Vichy France; Italy from the Rome (east-west) hexrow (inclusive) northwards.
4. Russia: all hexes up to the U.S.S.R.'s western 1939 border, with the following additions and subtractions. Reading from the northmost hexrow (the Talinn-Vologda hexrow) south, Russia controls the number of hexes to the west of the border in a hexrow if the number is positive, Germany controls the number hexes to the east if the number is negative and the border defines control if the number is zero.
0, 0, -1 (swamp), -1, -1, -1, -2, -3 (Minsk hexrow), -4, -3, -2, -2, 1, 1, 1, 1, 1 (across river), 0,0 (Odessa), 0.
5. Commonwealth: Libya; Italy south of the Rome hexrow (exclusive).
6. USA: Sardinia; Corsica; Sicily; Morocco; Algeria; Tunisia; port hex in Dutch New Guinea; Admiralty Island and the hex to its NE; New Britain (except Rabaul); all islands in the Solomons, South Pacific and The Marshalls.

A Russo-Japanese neutrality pact is in effect.

The Allies have declared war on Finland, Syria, Iraq, Persia and Morocco/Algeria/Tunisia (for victory condition purposes).

Japan has not declared a major assault on China.

Recommended Optional Rule: The German player is limited to fly only one PARA unit throughout this scenario. In addition, this PARA unit may only fly once throughout the scenario (due to limited air transport capability at this stage of the war).

26.9.2 PRODUCTION

In the first Production Phase, for gearing limit purposes, all major powers may only build one of each type of unit (apart from HQ's) with the following exceptions:

China - 2 infantry units
Japan - 2 infantry, 2 aircraft and 2 ships
Germany - 7 infantry, 3 aircraft and 2 SUB units
Russia - 7 infantry, 2 CAV and 2 aircraft units
Commonwealth - 2 infantry and 3 ships
USA - 3 infantry, 4 aircraft, 2 ships and 2 SUB units

Russia has all factories operational (except Minsk).

26.9.3 VICTORY

Victory is calculated in the usual fashion.

26.9.3.1 Victory Levels

If no automatic decisive victory has been achieved by either side, check standard victory points at the end of the Nov/Dec 1944 turn. Subtract Axis victory points from Allied victory points.

ALLIED DECISIVE VICTORY: Greater than +70
AXIS DECISIVE VICTORY: Less than -15

If neither side has achieved a decisive victory, play continues until the end of the Jul/Aug 1945 turn (unless an automatic victory is achieved prior to this time). Subtract Axis modified victory points from Allied modified victory points.

Allied decisive win: Greater than +161
Allied substantive win: 131 to 160
Allied marginal win: 111 to 130
Draw: 91 to 110
Axis marginal win: 61 to 90
Axis Substantive win: 31 to 60
Axis decisive win: Less than 31

29.9.4 SET UP

1. CHINA

a. REMOVE FROM FORCE POOLS: none
b. PLACE ON PRODUCTION CHART: Jul/Aug - 1 INF
c. PLACE ON MAP: 4 Communist and 10 Nationalist INF, 2 HQ, 1 FTR, 1 TAC
d.FORCE POOL ADDITIONS: none

2. JAPAN

a. REMOVE FROM FORCE POOLS: none
b. PLACE ON PRODUCTION CHART:
i) Construction pool - 1 CV, 1 LS
ii) Jul/Aug - 2 INF, 1 FTR, 1 NAV
iii) Sep/Oct - 1 TAC, 1 CV and 1 LS face-up
iv) Nov/Dec - 1 CV face-up
v) Jan/Feb - 1 TRS
vi) Mar/Apr - 1 CV face-up
c. PLACE ON MAP:
i) Manchuria and/or Korea - 6 INF, 1 ARM
ii) Japan - 3 INF
iii) Indo-China - 1 INF
iv) China - 6 INF, 1 ARM
v) Philippines - 1 INF
vi) Rabaul - 1 INF
vii) anywhere in Marianas Sea - 1 INF
viii) Dutch New Guinea (except port) - 1 INF
ix) anywhere in Java Sea - 1 INF
x) Burma - 3 INF, 1 INA INF
xi) anywhere on the Pacific map- 1 MAR, 1 PARA, 6 DIVs, 5 HQ, 6 FTR, 5 TAC, 5 NAV, 5 CV, 5 HS, 12 LS, 2 SUB, 5 TRS, 3 CONV
d. FORCE POOL ADDITIONS: none
e. UNIT REMOVALS: Turn Allies control every city in India - remove INA INF from the map.

3. GERMANY (all forces are German unless otherwise specified)

a. REMOVE FROM FORCE POOLS: 1 SS INF
b. PLACE ON PRODUCTION CHART:
i) Construction pool - 1 CV
ii) Jul/Aug - 6 INF, 1 TAC, 1 FTR, 1 HS face-up, 1 SUB
iii) Sep/Oct - 1 TAC, 1 FTR
iv) Nov/Dec - 1 SUB
c. PLACE ON MAP:
i) in Latvia, Lithuania, Estonia, Rumania, Poland and/or Russia (outside Karelia) - 1 SS INF, 20 INF, 1 MTN, 2 SS ARM, 6 ARM, 3 HQ
ii) in Rumania - 4 Rumanian INF, 1 Rumanian FTR
iii) in Hungary - 3 Hungarian INF
iv) in Bulgaria - 1 Bulgarian INF
v) in Yugoslavia/Greece - 2 INF, 1 MTN, 2 Bulgarian INF
vi) in Finland/Karelia - 2 INF, 5 Finnish INF, 1 Finnish FTR
vii) in Norway - 1 INF, 1 MTN
viii) in Italy - 3 INF, 1 PARA, 2 ARM, 1 HQ
ix) in France, Netherlands, Belgium, Germany and/or Denmark - 12 INF, 1 PARA, 2 SS ARM, 3 ARM, 1 HQ
xiii) anywhere on European map - 9 FTR, 7 TAC, 2 NAV,1 LS, 4 SUB (2 may start at sea), 1 TRS, 1 CONV
d.FORCE POOL ADDITIONS:
i) Jan/Feb 1945 - add last SS unit to force pools

4. RUSSIA

a. REMOVE FROM FORCE POOLS: none
b. PLACE ON PRODUCTION CHART:
i) Jul/Aug - 6 INF, 1 FTR
ii) Sep/Oct - 1 ARM, 1 TAC
c. PLACE ON MAP:
i) on Pacific map - 3 INF, 1 ARM, 1 SUB
ii) on European map - 40 INF, 1 PARA, 6 CAV, 12 ARM, 5 HQ, 8 TAC, 6 FTR, 1 TRS, 1 HS, 1 LS, 1 CONV

5. COMMONWEALTH (all units are British unless otherwise specified)

a. REMOVE FROM FORCE POOLS: none
b. PLACE ON PRODUCTION CHART:
i) Jul/Aug - 1 INF, 1 HS face-down
ii) Sep/Oct - 1 STR, 1 CV, 1 LS face-up
iii) Jan/Feb - 1 CV face-up
iv) Mar/Apr - 1 CV, 1 HS face-up

c. PLACE ON MAP:
i) in United Kingdom, Gibraltar and/or Malta - 2 DIV, 4 INF, 1 Canadian INF, 1 PARA, 4 ARM, 1 Canadian ARM, 1 HQ, 3 FTR, 1 Canadian FTR, 3 TAC, 1 Canadian TAC, 2 NAV, 2 STR
ii) in Italy/Sicily - 2 INF, 1 Canadian INF, 1 Indian INF, 1 South African INF, 1 Free French MTN, 1 ARM, 1 HQ, 1 FTR, 1 TAC, 1 STR
iii) in Egypt/Palestine - 1 INF,
iv) in Morocco/Algeria/Tunisia - 1 Free French ARM
v) in India - 1 INF, 3 Indian INF, 1 HQ, 1 FTR, 1 TAC
vi) in Australia - 1 Australian INF, 1 Australian FTR, 1 Australian LS
vii) in Papua - 1 Australian INF
viii) in Ceylon - 1 DIV
ix) anywhere on European map - 2 DIVs, 5 CV, 4 HS, 9 LS, 1 Canadian LS, 2 Neutral LS
x) anywhere on the Pacific map - 2 CV, 2 HS, 4 LS.
xi) anywhere on either map- 12 CONV, 8 TRS, 1 SUB (may start at sea)

d.FORCE POOL ADDITIONS: none.

6. USA

a. REMOVE FROM FORCE POOLS: none
b. PLACE ON PRODUCTION CHART:
i) Construction Pool - 1 CV, 1 LS
ii) Jul/Aug - 2 INF, 1 PARA, 1 FTR, 1 CV face-up, 1 CV face-down
iii) Sep/Oct - 1 ARM, 1 FTR, 1 TAC, 1 9-factor STR, 1 CV, 1 LS face-up
iv) Nov/Dec - 1 NAV, 1 CV, 2 HS face-up,1 SUB
v) Jan/Feb - 1 LS face-up
c. PLACE ON MAP:
i) The Marshalls - 1 INF, 1 MAR, 1 NAV
ii) New Caledonia - 1 INF
iii) Bouganville - 1 INF
iv) Dutch New Guinea Port - 1 INF
v) Papua - 1 INF
vi) Australia - 1 INF, 1 MAR, 1 HQ, 1 FTR, 1 TAC, 1 NAV
vii) Honolulu - 2 INF, 1 NAV, 1 CV, 1 HS, 2 LS
viii) Western USA - 1 INF, 1 STR, 1 CV, 1 HS, 1 LS
ix) Eastern USA - 8 INF, 4 ARM, 1 PARA, 1 HQ, 1 FTR, 1 NAV, 1 STR, 1 CV, 1 HS, 3 LS, 2 SUBs
x) in UK - 4 INF, 2 ARM, 1 PARA, 1 HQ, 4 FTR, 4 TAC, 1 NAV, 5 STR
xi) Morocco/Algeria/Tunisia - 1 INF
xii) Italy/Sicily - 1 INF, 1 ARM, 1 HQ, 1 FTR, 1 TAC, 1 STR
xiii) anywhere on the European map - 2 HS, 4 LS, 7 TRS
xiv) anywhere on the Pacific map - 8 CV, 6 HS, 7 LS, 4 TRS
xv) anywhere on either map - 4 SUB, 7 CONV
d.FORCE POOL ADDITIONS: none

OPTIONAL RULES

The following are some optional rules for you to try out in your next World in Flames campaign. In cases where these optional rules relate to current rules, the rule heading numbers are the same. As we have done for the optional rules provided with the 3rd edition rules, the rule headings include a recommendation system. Rules with three asterisks are worth playing all the time (we play them!). Rules with two asterisks are worth playing sometimes for variety. Rules with only one asterisk have been suggested to us but have not been extensively tested and so are to be played at your own risk.

8.0 ARCTIC CIRCLE WEATHER ZONE (**).

The 8 northernmost hex-rows of the European map (i.e. from the top of the map down to the Riga-Kalinin hex-row, including all off-map boxes on the top of the map) are considered to have the most sever weather in the game. All normal effects of the Arctic weather zone apply with the following additional effects. Attacks in mud, winter or severe winter are an additional -1 odds shift (i.e. -1 in mud, -2 in winter and -3 in severe winter). Note that attacking Russian bold units are still not affected by the column shifts.

The second effect is that the Supply range in all weather except clear is reduced by one hex in addition to normal effects (e.g. Mud supply range is reduced by 2 hexes and severe winter reduces supply to one hex).

8.0 REDUCED RUSSIAN EFFECTIVENESS (**)

Russian land attacks are not effected by severe winter or winter provided all attacking units are bold print units (not just one unit), otherwise the normal -1 or -2 (or -3 if the previous optional rule is being played) shift applies.

10.3.1 AIRCRAFT EXTENDED RANGE (**)

The US 9 factor STR units are not added to the force pool until Jan/Feb 1944 in all scenarios. US 9 factor STR have a movement allowance of 24 hexes on the European map (12 hexes on the Pacific map).

Commencing with the Jan/Feb 1944 game turn all other Allied and Axisaircraft in the game have their movement allowances increased by 2 hexes on the European map (1 hex on the Pacific map).

11.3 CHINO-JAPANESE

LIMITED WAR (***)

At the start of all scenarios, Japanese and China are at limited war. Both major powers are limited to the number of attacks in a game turn against the other major power, as specified on the Weather Chart. Limited war ceases as soon as Japan launches a major assault on China. From that point on there are no limits on land combat for either major power.

11.3 COUP EFFECT ON U.S. ENTRY (*)

If a major power gains control of a minor country as a result of a coup attempt, that major power is required to roll for US entry. One die is rolled. If the die-roll is less than 4, US entry shifts one level against the side that gained control of the minor country (e.g. If Germany gains control of Yugoslavia due to a failed Commonwealth coup attemp, Germany must roll a die and if the die is less than 4, US entry is increased by 1, if the Commonwealth had gained control it would have decreased by 1).

11.3 GIBRALTAR US ENTRY ROLL (***)

Axis capture of Gibraltar requires a die roll on the US Entry Modifications Chart. The die roll required for a shift is the same as for an Axis closure of the Suez Canal (e.g. 4 in 1939).

11.3 US ENTRY EFFECT OF INVASION OF U.K. (***)

The instant that any Axis unit occupies a hex in the U.K. for the first time, a die roll for US entry is required on the US Entry Modifications Chart. The die roll required for a shift is the same as for Germany or Italy declaring war on Russia (e.g. 5* in 1939).

11.5 RETURN TO BASE (*)

An additional restriction when returning to base is that naval units may only return to a port that was in supply at the start of this phase.

12.1.2, 13.0, 17.0 REPATRIATION OF UNITS (***)

In all cases where it is specified in the rules that units are removed from the map and are placed on as reinforcements in the following turn (e.g. Russia compels a peace against Japan), units are not removed from the board but instead placed in the nearest friendly controlled cities to those units (up to stacking limits) provided that those cities are on the same map. If there are not enough cities to contain all repatriated units, the remaining units must be placed in hexes adjacent to controlled cities on that map (e.g. Russian units repatriated in a war against Japan must be repatriated to Russian controlled cities, or adjacent to Russian controlled cities, on the Pacific map).

12.3 RUSSIAN WESTERN BORDER GARRISON (**)

The turn after the turn that the Axis have conquered Poland, Russia must maintain a garrison in the three territories of the Baltic States (Latvia, Lithuania and Estonia) and that part of Poland and Rumania on the Russian side of the Russo-German partition line.

If at the start of any Axis impulse, the Russian garrison in any one of these territories is less than 6 land units, the German player may attempt to gain control of that territory. Only one attempt may be made per game turn and only one territory may be attempted per game turn. If the German player decides to attempt to control the territory, he pays 1 Build point (deducted from the amount that may be spent this game turn) and rolls 1 die. If the die roll is higher than the number of Russian land units currently in that territory, the territory immediately becomes German controlled and any Russian units currently in that territory are immediately repatriated to cities in the U.S.S.R. The territory is considered Axis controlled for all purposes (e.g. movement). Territory control attempts may be made against other territories in future game turns (or the same territory if this attempt was unsuccesful).

At the commencement of any Allied impulse after a territory has been controlled by the German player, the Russian player may attempt to declare war on the Axis player. He may only make one attempt per game turn.

To attempt a declaration of war, he selects any territory as specified above (i.e. Latvia/Lithuania/Estonia, Poland or Rumania east of the partition line) currently controlled by the German player and rolls 1 die. If the die roll is greater than the current number of German land units currently in that territory, he may declare war this impulse. Note that the German land units garrisoning Poland west of the Partition line are not included as part of the garrison for Poland east of the Partition line.

If the Russian player fails to declare war this impulse, he cannot use this opportunity in future and must roll again in future turns (of course he could also satisfy other conditions as stated in 16.0).

14.1 'WE WILL NEVER SURRENDER' (***)

The United Kingdom is conquered at the end of the turn that every city in the United Kingdom is Axis controlled.

16.0 RUSSIAN DECLARATION OF WAR AGAINST ITALY OR GERMANY (**)

If Russia declares war on Germany and/or Italy, Russia may not ignore building limits that turn. Furthermore, Russia does not immediately go to war time production. For that production phase and the next 5, Russia's production multiple is one (if not so already). From the production phase commencing one year after the Russian declaration of war, Russia's production multiple is two.

18.0 & 19.0 SURPRISE AND CO-OPERATION (**)

No major power or minor country may co-operate with a major power or minor country that is surprised, during the impulse of surprise.

23.6 COUP DIE ROLL MODIFIERS (***)

Two is added to the die roll for all coup attempts (i.e. Yugoslavia or Iraq) in 1939. One is added to the die roll of all coup attempts in 1940. Thus, if the British attempt a pro-allied coup in Yugoslavia in 1939, she will only be successful on a roll of 1 and Yugoslavia will instead become pro-axis on a roll of 4,5 or 6.

23.12.3 GERMAN MAXIMUM WAR EFFORT (***)

In the first production phase that Germany pays only two points to build INF units, she is not restricted by gearing limits (see 11.4.3) in the building of INF units.

23.12.4 BRITISH NAVAL AIR POWER (**)

For scenarios and campaigns commencing in Sep/Oct 1939, in addition to all normal reinforcements, the Commonwealth player receives a British NAV in the reinforcement phase of the Jan/Feb 1940 game turn and a second in the Mar/Apr 1940 game turn.

23.13 KAMIKAZES (**)

The Japanese player may launch Kamikaze attacks with NAV units commencing in the Jan/Feb 1944 game turn. From this time on, the Japanese player may declare a Kamikaze attack in a Naval air combat after air-to-air combat has been completed, but prior to the resolution of anti-aircraft fire for that Naval air combat. If a Kamikaze attack is declared, all NAV air-to-sea factors that survive anti-aircraft fire have their air-to-sea factors doubled for this round of naval air combat (note that the owning player chooses which air-to-sea factors do not press the attack due to anti-aircraft fire).

After the attack has been resolved, all Japanese NAV units that took part in the Kamikaze attack are destroyed and returned to the force pool (including NAV units aborted in the anti-aircraft fire).

23.14 NAVAL FUEL SHORTAGE (***)

If in a production phase, a major power did not receive at least one resource point from an oil resource hex (either controlled by it or a major power lending resources to it - see 9.3), then that major power may not perform a Naval impulse throughout the following game turn. Note that Japan receives oil from the USA prior to a US oil embargo - see 11.3) and from the Netherlands East Indies if she demands Netherlands East Indies oil (until cut off by Netherlands oil embargo - see 11.3). In the first game turn of all scenarios and campaigns, all major powers are assumed to have received oil resources in the previous game turn.

23.15 GERMAN BLITZKRIEG (**)

If no German land units have been involved in a land combat for two or more complete game turns, the German player may (at the start of his impulse) declare a Blitzkrieg turn. During that impulse, one minor country or major power is considered surprised (see 18.0), of the German player's choosing. In addition, for that impulse and the remainder of the turn, all land combats solely involving German units are resolved one odds higher (e.g. 3-1 is resolved as a 4-1 and 8-1 as a 9-1). Note that the Germans may declare their first Blitzkrieg turn in campaigns commencing in Sep/Oct 1939 (they are considered to have attacked in the previous game turn for all other campaign games).

26.6.2 & 26.8.2 UNLIMITED GERMAN BUILDS (**)

In the Sep/Oct 1939 production phase, Germany is not restricted by gearing limits in the production of INF units.

CLARIFICATIONS & ERRATA

The following are clarifications and errata to the third edition rules.

10.1 DECLARATIONS OF WAR

Declarations of war are made as the first action of every friendly impulse.

10.5.1 PORT ATTACKS

There is only one combat round in a port attack.

10.7.3.1 PROCEDURE

Face-down units may retreat as a result of combat.

10.7.3.2 OVERRUN

Supply for defending units is judged at the moment of overrun.

10.7.3.5 STRATEGIC MOVEMENT

Only one unit of a side may strategically move across each straits hexside in a game turn.

10.7.3.6 ENEMY UNITS

Naval units that are forced to re-base as a result of an enemy land unit entering their current base may be intercepted by SUBs as per 10.5.4.1

10.8 END OF SEGMENT DETERMINATION

After every second impulse (i.e. after both sides have conducted an impulse), the impulse marker is advanced the number of boxes shown on the weather chart (see 8.0).

11.3 US ENTRY PHASE

US entry status is initially "0". As the first action in this phase in each game turn it is increased by one.

13.0 VICHY FRANCE

If a Vichy territory is an Axis conquered minor country at the moment of Vichy declaration, the Vichy units specified to be placed in that territory, are instead removed from the game and the territory remains in the control of the major power who conquered the territory.

Note that conquest of one minor country of a territory (e.g. Italian conquest of Tunisia) would still allow the placing of a garrison in the other minor countries of the territory (e.g. in the above example, Vichy units would still be placed in Algeria and/or Morocco).

14.1 CONQUEST

Minor country naval units are not returned to the force pool when the minor country is conquered but instead remain under the control of the originally controlling player.

17.0 RUSSIA/JAPAN

Once either Japan or Russia has compelled a peace, Korea and Occupied China become Japanese controlled if not currently so.

If both Russia and Japan control the required objectives to compel a peace then, while this condition exists, neither player may compel a peace.

23.2 FACTORY CONSTRUCTION AND DESTRUCTION

If this rule is used, a factory is destroyed when occupied at the end of a turn by an enemy land unit which is in supply.

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Circle Reader Service # 11

BATTLE BOARD BISMARCK

by J. L. Burnett

There are few games which present the gamer with both a detailed strategic and tactical approach to a particular situation. Most of these are naval simulations and the best and most detailed is **Bismarck**. Not only can you track the *Bismark* across the North Atlantic, but the *Hood* can sail with the *Prince of Wales* toward the *Bismarck* and the *Prinz Eugen*, and a shell to shell simulation of that fateful engagement. You can see just how hard it is to hide a capital ship in the expanse of the North Atlantic, and how long the *King George V* will take to shell the helpless *Bismarck* to the bottom. Along with all of this detail, however, comes some problems.

For most players the strategic game is no problem. Simply use the basic rules and add the optional intermediates that suit you. No problem at all. The problems arise when it's time for the battle. After the first few tries on the battle board with the basic combat rules, most hardcore gamers want to move up to the advanced game. The impetus to do this is so strong that the rulebook even suggests that you skip to the strategic situation and use only the advanced rules for direct naval combat. This is all well and good except for the confirmed PBM'er, or the player who has a lack of space, or who shares his space with children and/or pets. As everyone knows, lack of space combined with children and/or pets precludes any type of miniatures setup.

There is a simple answer which this article will explain to you. First, you forego a bit of realism and combine basic game battle board movement with advanced game firing. Many people look upon movement as an annoyance between combat anyway. The author of the game seems to feel that way also as the game is biased this way since only half a page of the four and a half pages of advanced rules is spent on movement. However, combining the two (movement and firing) is fairly clean and cuts down on the playing time. This is especially true as the number of ships involved in a combat situation increases.

The battle board ranges are per rules section **72.2**. Each hex represents 4,000 yards. These break up very well into the range increments in the advanced game. Short range is now considered to be one hex (4,000 - 8,000 yards) for example. From this we see that for ships to be at point blank range they must be in the same hex, and of course, this is not allowed. Torpedoes can be fired in either the same hex or at one hex range. If opposing sides have ships in the same hex, the possibility of collision exists.

The stacking value for each hex on the battle board is a maximum of eight individual ships per side. With a maximum of four deep in a maximum of two columns. This continues the assumption of 1,000 yard separation between ships and 2,000 yard separation between columns. The counters for each hex will be stacked and the top counter in each stack will be assumed to be the first ship in line and so on down. If ships are considered to be in line, they should be stacked; if in different columns, they should be placed side-by-side in the same hex.

Bismarck
Historical Battle Recreation of May 23, 1941

Roll two dice for each ship on each side to check for collision.

Ship Type	Dice Roll For Collision
BB, BC, CV	10 - 12
CA, CL	11 - 12
DD	12

Add one to the dice roll if visibility is either 7 or 8. If a ship is involved in a collision, its movement is zero for the next movement segment, but it may make one 60 degree turn in place if it had available movement for that segment.

Since collision to a large extent represents the actions of a ship to avoid actually striking another ship, it is both possible and not unreasonable for only one ship to 'collide".

In addition, one British destroyer flotilla may be present in a hex, not in formation. the flotilla will be represented by the particular float counter, but hits will be marked on individual destroyers.

If ships entering the same hex are friendly, they may form up as desired, within stacking limits, if moves have been made to match up facings. If they are on opposing sides, you may wish to note the hex with a blank counter and place these ships in their proper entering orientation off the board. All ships should be kept in whatever orientation they entered the battle board hex. All turns within the hex during later movement are still 60 degrees to aid in deciding in which direction the eventual exit will be from the hex. It will also effect firing aspects. In most cases, common sense should allow for the resolution of any problems. Deeper conflicts can be settled by a friendly roll of the dice.

Movement on the battle board is the same as presented in section **9.5** of the rulebook except that movement is broken up into two segments per turn (similar to the advanced game) and is plotted similarly to the advanced game on the log sheet. Both segments are plotted at the beginning of a turn.

DD movement must be made as 30+ if visibility is a 7 or 8.

EV #	Maximum Moves or Turns per segment		Maximums per turn
	seg #1	seg #2	(Move/Turn)
0	0	0	0/0
1-3	1	0	0/1
4-10	1	1	0/1 or 1/0
11-17	1	1	0/2 or 1/1
18-24	2	1	0/2 or 1/1 or 2/0
25-29	2	2	0/3 or 1/2 or 2/1
30+	2	2	1/3 or 2/2
DD	2	2	1/3 or 2/2 or 3/1

DD movement must be made as 30+ if visibility is 7 or 8

The numbers under the segment numbers indicate the number of hex moves and/or turns possible per segment. The numbers under maximums per turn are the maximum permissible turns it moves which may not be exceeded for a two segment turn. This is from the *Movement on Battle Board* figure in the rulebook on **page 8**. This system works out fairly well with the advanced system since the *Bismarck* with an E.R. of 29 (equivalent to speed in knots) would have nine advanced game movement factors per turn (**72.2**) or about 9,500 yards, which works out to approximately two hexes per turn. The withdrawal section of the rules (**9.9**) should also be used with the extra move being taken at the end of the second segment of a turn. This move is one ahead. This is realistic due to the fact that the extra move would represent straight line high speed which is seldom used in battle.

As far as time goes, a segment is now about five minutes and a turn about ten. Therefore, if your battle goes on for 24 turns, stop and chalk up another strategic turn.

A BB, BC, or CV can only alter speed by two per turn. All other ships have no limit. If a ship is involved in a collision, its current speed for that turn is considered to have been one (unless damage has already reduced it to zero). Change the log, if necessary, to reflect this. A collided BB would then have a speed for the next turn of zero to three. To keep account of both speed and movement, players will continue to use the move plot portion of the log sheet for the advanced game. Use the same notation with R and L for the respective right and left 60 degree turns.

Initial ship range for the battle board is the same as the advanced game except that the range is in hexes, determined by dividing the *Directional Range Establishment Table* (**15.22**) values by 4,000. Directional placement is by the advanced game section **55.23-27**, and common sense. Basic game die rolls of one to six for the six facing directions of a hex will be used instead of advanced table **55.232**. Ships will start combat face down.

As far as firing goes, simply follow the advanced rules remembering that each hex is a full 4,000 yard increment. Since changes in the effects of fire only happen at 4,000 yard boundaries, there should be no problem. Use the target aspect rules from the basic game when determining broadside firing and receiving.

For a ship to be weaving, at least two turns must have been plotted for a full turn and to be salvo chasing, not only must the turns have been plotted, but they must have been in opposing directions. Check for the aspect rules for ships in the same hex. Modifications for target speed are similar to the advanced game modifiers. The modifications to the dice for basic target speed follow.

EV. #	**Target Speed Modifier**
0	-19
1-3	-11
4-10	-6
11-17	-4
18-24	-2
25-29	0
30+	+2
Full Speed DD	+4

To use the table, refer to that turn's movement plot in the log sheet to determine which EV range the ship was in. When there is still a question, use the highest range possible; up to the current EV limit of the ship. (e.g. In segment one, the ship moved L1 and in segment two, 1. If its normal EV is 28, use range 25-29.) A destroyer must be noted to be going full speed in order to gain the extra modifier. The following table gives the conversion factors from advanced game speed differentials in movement factors to speeds given in evasion ratings obtained the same was as the preceding table. These may then be substituted into table 16 in the advanced game chart to get the dice roll modifier.

E R Speed	**M F Speed**
+40 - +26	+13 - +9
+25 - +17	+8 - +6
+16 - +8	+5 - +3
+7 - -4	+2 - -1
-5 - -13	-2 - -4
-14 - -22	-5 - -7
-23 - -40	-8 - -13

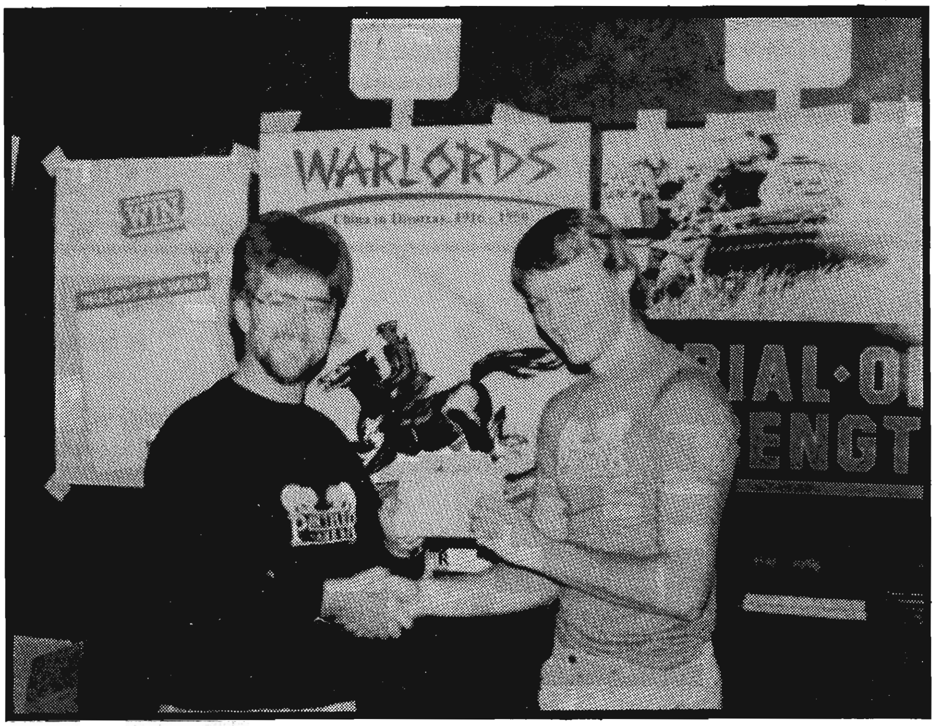
All other necessary modifications and conversions may be made using the conversion ratios in section **72.2**.

Air combat is handled per the intermediate game rules. Torpedo fire will be done as in section **69** of the advanced game. Fire is plotted when movement is plotted. If the target is in the same hex, torpedo combat is resolved at the end of the first segment combat. If the range is 4,001 to 8,000 yards (one hex) resolution is at the end of the second segment's firing.

This system has been tested with several different battles from the period of the *Bismark*. It has proven to be a system which simplifies without taking away the flavor of the advanced rules.

All comments and further suggestions are welcomed by Jim Burnett, 606 Timbercrest Drive, Clinton, TN 37716. Enclose SASE if reply is desired.

AUSTRALIAN STUDENT WINS TRIP TO USA



Dave O'Connor on left presents Roscoe Taylor with award for winning *Warlords* tournament.

Roscoe Taylor, a 21 year old university student from Melbourne, won the best individual prize ever offered for a games' compitition in Australia. By a margin of only five points, he won **Panther Games'** *Warlords of the World* Tournament held at the *GAMES 87* convention in Melbourne during Easter.

Roscoe, who had only played *Warlords* once before, will fly to Baltimore in July to defend his title in round two of the Tournament which will be held at *ORIGINS 87*. **Panther Games** will be flying the **winner** of that round to *GAMES 88* to be conducted in Melbourne next Easter.

Panther Games' president, Dave, Dave O'Connor, was very pleased at the larger than expected turnout for the tournament. On Sunday the action was really hotting up. Players were queing up to get in another round and another chance before the finals on Monday morning. In fact, Roscoe only managed to get into the finals in the last preliminary round with a romping score of 300.

The enthusiasm of **Panther Games** director and tournament organizer, Steve Utick, nearly won him the "Wally-of the-Con" award for almost agreeing to run a "final" preliminary match at 5:30 am, Monday.

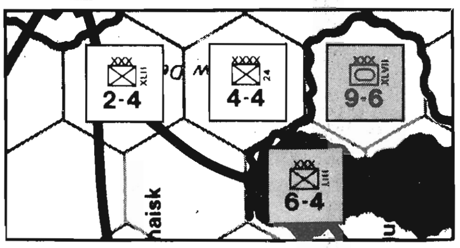
The finals were a cliff-hanger. Roscoe finished up winning on the first table with a score of 236; defeating John Metcalf (137), Len Kelly (111) and Paul Sjollema (89). The result was kept secret from the other table, where Colin Cunningham and Dean Goddard were neck and neck; Tony Bovo had already been eliminated, and Glen Shanley was holding on for dear life.

Colin Cunningham will always remember rolling a "one" on his last die roll and thereby missing out on winning the trip. Colin ended up coming in second with a score of 231, and Dean tied for third with 212.

A large number of people commented on how easy the tournament version of *Warlords* was to play.

Alan Emrich of DTI states that as of this writing there has been good response to the Tournament Module that was published in both *Battleplan* and *Breakout* magazines.

Over $1,500 in prizes to players of GDW's Battle for MOSCOW



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The tournament will be held at STRATEGICON's GATEWAY '87 game convention, being held over Labor Day Weekend (September 4-7) at the Los Angeles Airport Hyatt Hotel. **Battle for Moscow** game designer **Frank Chadwick**, as well as GDW's **Mark Miller**, will be guests of honor.

To enter, you need only register for GATEWAY '87. Pre-registration is $20.00 if received by August 24th, 1987, or $25.00 at the door. *There is no event fee*, but you *must* request that you wish to participate in the **Battle for Moscow** tournament. Payment should be sent to, or for more information write: **DTI**, Dept. GW '87, 5374 Village Road, Long Beach, CA 90808, or by calling DTI during business hours at: (213) 420-3675 (MasterCard and Visa excepted).

If you would like to begin sharpening your skills at **Battle for Moscow**, you may obtain a free copy by picking one up from DTI at the above address during normal business hours, or by including an extra dollar with your pre-registration fee for postage and handling so that one can be sent directly to you.

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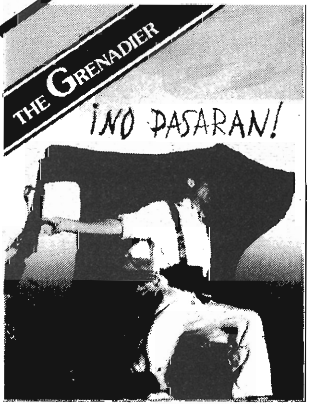

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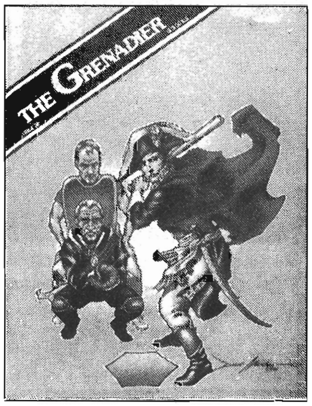

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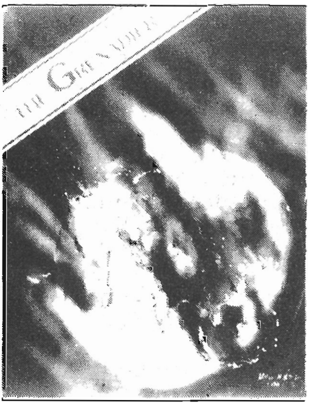

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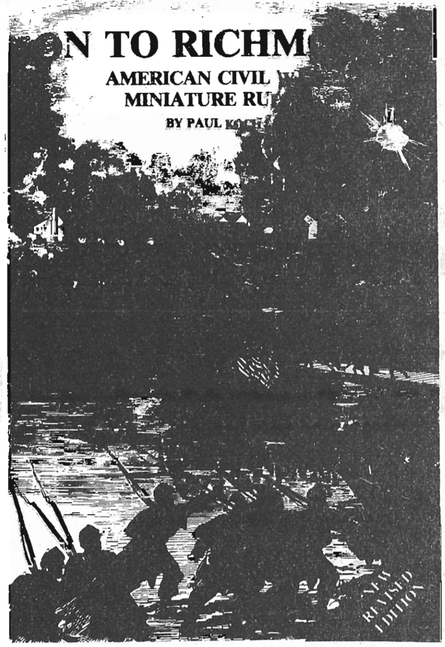
By Paul Koch



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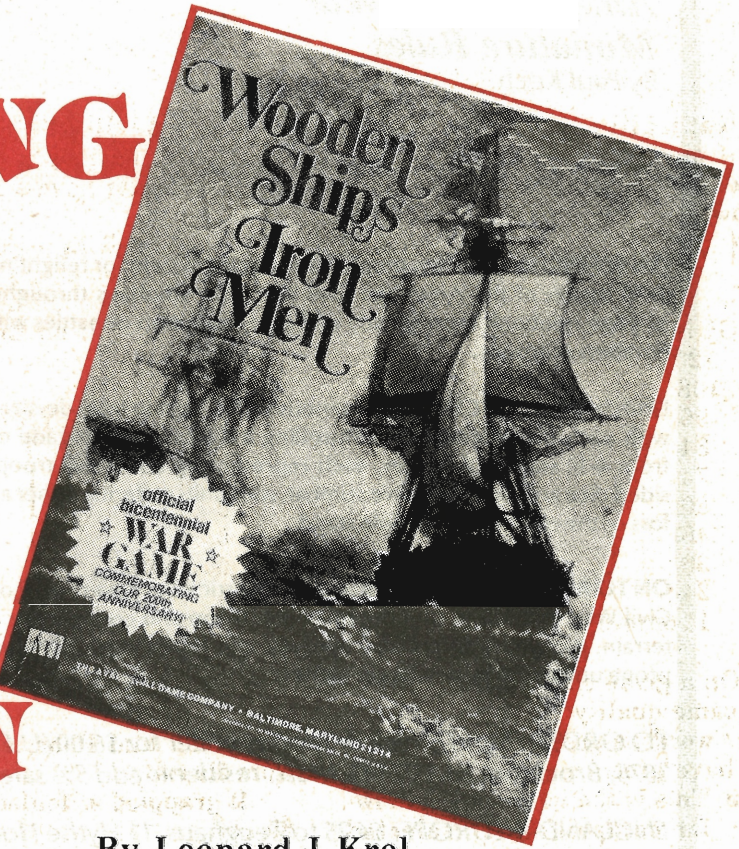
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By Leonard J. Krol

One game that has stood the test of time is **Wooden Ships and Iron Men (WSIM)**. This author's favorite has been played time and again with the result being a worn out map and game box. There are few other games that can make this claim.

WSIM sparked an interest in this period of history, and further reading into the warfare of the time lead to disagreement with certain aspects of the game. These disagreements lead to some modifications which follow.

MELEE

In the game as it now stands melees don't have the right 'feel' They are too bloody and too quick. In one turn you can capture an enemy ship and probably lose most of your crew. In actuality, boarding parties had a most difficult time crossing from one swaying ship to another while enemy sailors were trying to kill them. The result was that captains preferred to pound the enemy into submission with their cannons rather than risk the loss of most of their crew by boarding.

This is not reflected in the rules whereby if you have *any* edge in quality or numbers, it is an advantageous ploy in order to achieve a rapid victory. There is no penalty for losing most of your crew as long as you capture the enemy ship. In order to make melees more historically accurate we present the following:

1. One melee round per turn.
2. Crew strength for a melee determined on the **Crew Strength Melee Table.**
3. If you have crews of differing qualities in a melee, you roll separately for each group.

CREW STRENGTH MELEE TABLE

	Sailors		**Marines**	
	OBP	DBP	OBP	DBP
Elite	5	7	6	8
Crack	4	6	5	7
Average	3	5	4	6
Green	2	4	3	5
Poor	1	3	2	4

Rule one takes the quickness out of the melee. Even with good odds it will take two or three turns to capture a ship, and while you are fighting on the decks, the opposing captain may have his cannon pounding your ship to pieces. This makes boarding a ship a more risky proposition, and one that will require some thought before being undertaken.

Rule three is a more realistic way of handling those melees wherein the sides have differing quality crewmen.

MARINES

The marines had three primary functions aboard ship. They were assigned to protect the captain and other officers, they enforced regulations, and they were an elite, though small fighting force during boarding action battles.

Naturally, larger ships had more marines assigned to them. Based on the number of cannon the following amount are allocated:

MARINE SQUARE ALLOCATION

GUNS	MARINES
120	10
108	9
96	8
84	7
74	6
60	5
48	4
36	3
24	2
12 or less	1

On a given ship, marines are of the same quality as the sailors. In other words, a green crew of sailors will have 'green' marines along with them. This is the normal rule, however, for campaigns, or selected scenarios, marine quality may differ from the sailors.

MUSKET FIRE

1. Only marines have muskets.
2. Muskets have a range of one hex.
3. After all cannons have been fired, the muskets are fired. Cross index the number of marines firing with the die roll on the **Musketry Table**.

MUSKETRY TABLE

	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	0	1	1	1	1	2
2	0	0	0	0	1	1	1	1	1	2
3	0	0	0	1	1	1	1	1	2	2
4	0	0	1	1	1	1	1	2	2	2
5	0	1	1	1	1	1	2	2	2	2
6	1	1	1	1	1	2	2	2	2	3

Elites and Crack, add one to the die roll.

Green and Poor, subtract one from die roll.

If grappled or fouled, add one to die roll.

If firing at an OBP, add one to die roll and double results.

CREW LOSSES

When a ship takes a crew loss, to determine which box (sailor, marine or officer) is to be checked off you consult the **Crew Losses** chart. If the losses were by cannon fire, muskets, and then melee, you would roll three times. Once for each type of combat loss. Roll one die.

CREW LOSSES CHART

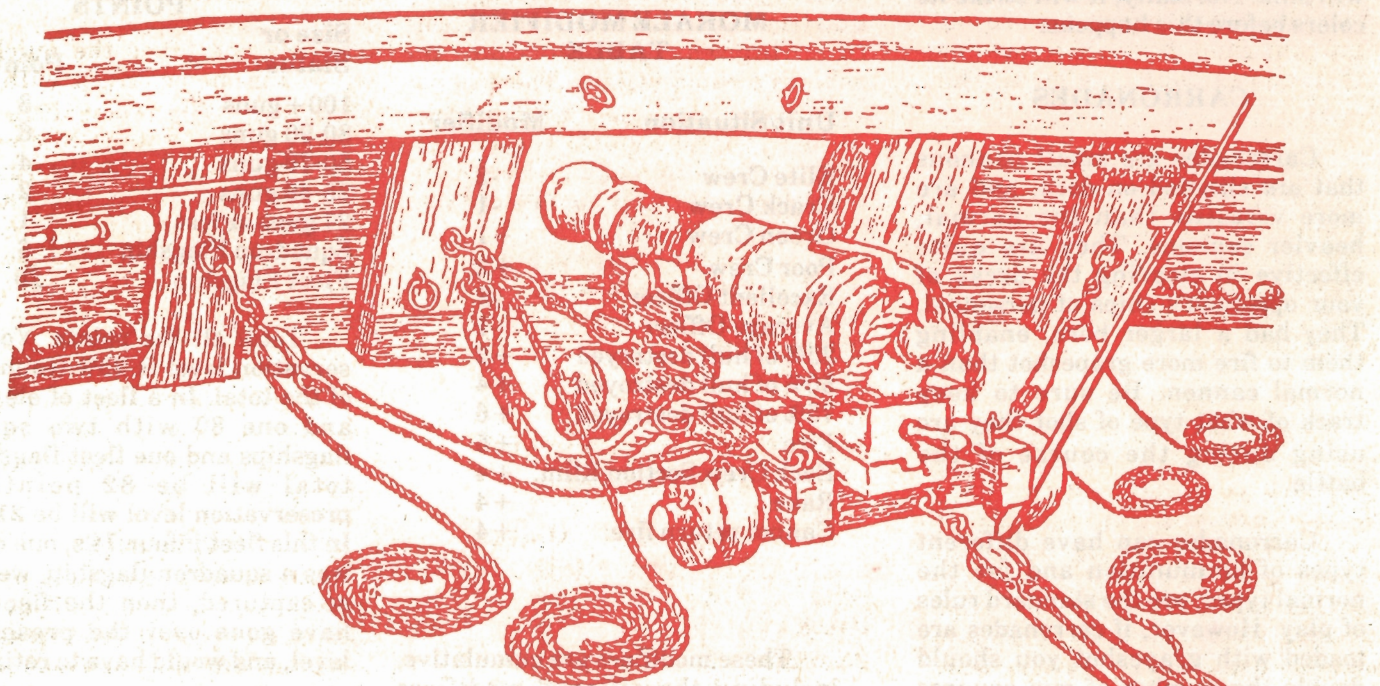
Type	Cannon/Melee Die Roll	Musket Die Roll
Marine	1	1-2
Sailor	2-6	3-6

In addition to this roll; also roll two dice achieving the following results:

Captain	2-3	2-3
Commodore/ Admiral	11-12	11-12

If an officer is not present or has already been killed, forego this dice roll.

If all the marines are killed, then all crew losses are taken from the sailors. If the boarding party is made up of only one type of crewmen, then all the losses are taken from that group.



FULL SAILS

Since it takes time to change sails; this decision has to be made in advance. For this reason you must **write that you are changing sails when plotting movement.**

Further, when sailing at full sail, or when changing sails more sailors are needed to handle the ship and they are more exposed to enemy fire. For this reason, if you have full sails, or are changing from full to battle sails, or from battle sails to full sails **double all crew hits**.

HULL HITS

1. For every five hull hits, one sailor square is subtracted, and treated as a loss.
2. If fifty percent of your hull squares are lost your ship's speed is reduced by one in all attitudes.
3. If all hull squares are checked off, your ship sinks.

The first rule reflects the fact that these men are trying to patch up the ship, bail out water, and doing any task that will keep the ship afloat. If the ship has taken fifty percent hull hits it is more than likely to have taken some hits below the water line and would be lying low in the water, unable to sail as fast as before. Naturally, if all the hull hits are marked off the ship will sink. Normally, it will strike its colors before this happens.

CARRONADES

Carronades are small cannons that are situated on deck, and are more versatile than the normal, heavier cannons. They are quite effective in clearing the decks of your opponent's ships of personnel. They had a larger bore, enabling them to fire more grapeshot than a normal cannon. Be sure to keep track of what type of shot they are using during the course of the battle.

Carronades can have different types of ammunition and for the normal types, use the standard rules of play. However, if carronades are loaded with grapeshot you should double the number of gun squares available. Two Carronade squares loaded with grapeshot are now worth four. Further, on a Ship of the Line, carronades can fire grapeshot at grappled, or fouled enemy ships on the second (or later) turns that they are together. However, they may only do this if they have a DBP.

MORALE

Whether or not a ship strikes its colors depends on a number of factors such as crew quality, casualties, leadership, and the condition of the ship.

In order to determine whether a ship will strike its colors, or rally and fight on you must:

1. Check morale when a ship has a fire aboard, or lost more than half its hull squares, or lost one crew section and has taken any sort of damage.

2. After all melees have been resolved, and all attempts to rally ships have been made, you roll for morale. Roll one D6 and add or subtract modifiers. If the result is 10 or greater, the ship strikes its colors. If the ship has lost all of its guns, or all of its mast squares, it will automatically surrender. To obtain modifiers, check **Morale Modifier Table**.

MORALE MODIFIER TABLE

Unit/Situation	Modifier
Elite Crew	-2
Crack Crew	-1
Green Crew	+1
Poor Crew	+2
Excellent Officer	-2
Average Officer	-1
25% of hull destroyed	+2
50% of hull destroyed	+4
75% of hull destroyed	+6
Fire	+5
Each Crew Section Elim.	+4
Rake	+4
Cannot return fire	+4

These modifiers are cumulative, including the officers' modifiers which may be added together as long as there is more than one officer present and alive.

RALLY

After melee, but before checking for morale, you may attempt to rally a ship that has struck its colors if the following criteria are met:

1. The ship's not been boarded.
2. It is not on fire.

It must have a captain, or commodore, or admiral present and living.

To rally such a ship you roll one die and add and/or subtract any modifiers. If the result is equal to/or less than the crew multiplier used in melees, the crew rallies.

RALLY MODIFIERS

Unit/Situation	Modifier
Excellent Officer	-2
Average Officer	-1
Friendly ship closer than opponent	-1
Not under attack	-1

FLEET MORALE

Rarely are battles fought to the last man. One side surmises that the cause is lost and attempts to leave the field of action. The following tables represent this fact.

FLEET MORALE POINTS

Size or Status	Points
100+guns	8
80-90 guns	6
50-79 guns	4
28-49 guns	2
27 guns or less	1
Squadron Flagship	6
Fleet Flagship	20

Total all the points. Your preservation level is 25% (rounded up) of the total. In a fleet of eleven 74's and one 80 with two squadron flagships and one fleet flagship, the total will be 82 points. The preservation level will be 21 points. In this fleet if four 74's, one of which was a squadron flagship, were sunk or captured, then the fleet would have gone over the preservation level, and would have to retire.

A retiring fleet will attempt to disengage from the battle. It will make no attempt to grapple and will form only defensive boarding parties for melees. It will fire only at the rigging of enemy ships in order to restrict their ability to pursue. And if the retiring fleet is able to get six or more hexes from the enemy, it must put up full sails. When they are ten hexes away from the nearest opponent, they are removed from the board.

SHIP'S OFFICER

The following chart is a system for determining the quality of your captains and admirals. The numbers under the headings are the die rolls for that particular category of crew.

	Excellent	Average	Poor
Elite	1-3	4-6	---
Crack	1-2	3-5	6
Average	1	2-5	6
Green	----	1-4	5-6
Poor	----	1-3	4-6

Poor quality captains may rally ships, but they have a modifier of zero. As with all these charts, this chart is optional. Rather than use it, one might agree to have the same quality of officers for both sides, or in order to effect play balance, one could vary the officers. In a campaign game, officers can go up in quality if they are victorious over equal of superior opponents.

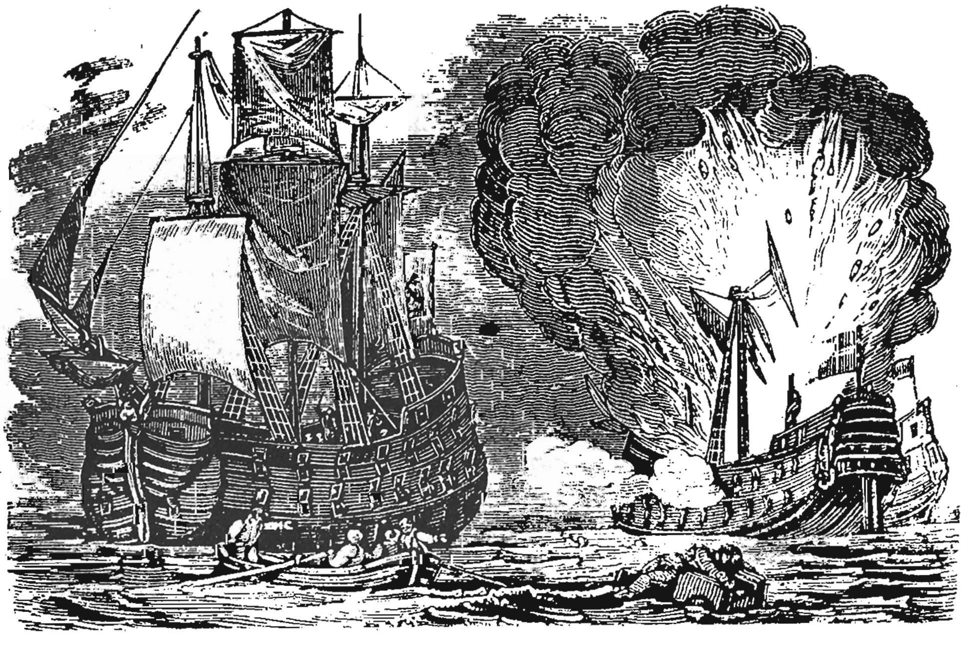
SHIPS AFIRE

Fire was a major hazard on sailing ships. During a battle fire could easily start, and if not quickly extinguished could destroy the ship. To incorporate this into the game the following table should be substituted when checking for a critical hit after you have shot at the hull:

1. Fire I
2. Fire I
3. Fire II
4. At a range of 3 hexes or less, all crew and gun hits are doubled.
5. Fire II
6. Steering damage (one die) a throw of 1,3,5, and turning ability is reduced by one (1). Ships that have *only* a one turning ability, may subtract two crew squares in order to make the turn. This loss of crew is a permanent one.
7. Same as #4
8. Fire III
9. Anchor cable severed.
10. Same as #6.
11. Fire III
12. Fire IV
13. Same as #9
14. Fire IV
15. Fire V
16. Fire V

A fire burns until it is extinguished, or until it destroys all the hull squares, or until the ship explodes.

After melee, and before morale checks, you may attempt to extinguish the fire.



You must organize your crew as though it were a boarding party. During the melee phase you roll on **the melee resolution chart** with the resultant number being the number of levels the fire goes down. For example, 10 *average* crewmen are assigned to put out the fire. You roll a three, and the result is a one on the chart. A Level III Fie would then become a Level Two Fire, and in the case of a Level I Fire, it would be extinguished.

Turn Sequence

Melee
Attempt to extinguish fire
Damage from the fire
Check for explosion
Rally
Morale check

Note the delay in attempting to extinguish a fire. It isn't until a subsequent turn that you may attempt to extinguish it, so there is a chance that a burning fire will cause an explosion before you are able to organize a fire fighting party with which to extinguish it.

EFFECT OF FIRE

	Hull Squares	Rigging	Crew
Fire I	1	0	0
Fire II	2	0	0
Fire III	3	1	0
Fire IV	4	2	1
Fire V	5	3	2

CHANCE OF EXPLOSION (2 dice)

	Die Roll
Fire I	2
Fire II	5
Fire III	7
Fire IV	2,7
Fire V	4,7

Even if a ship has struck its colors, the crew must still endeavor to extinguish the fire. On a struck ship, all crewmen are assigned to extinguish the fire, and they must fight the fire until it is either extinguished, or the ship parishes. Marines may be assigned to join in with the sailors in fighting the fire. However, unless they (the marines) are the only survivors, they may not fight the fire unless at least one section of sailors is already engaged.

HEATED SHOT

Heated shot was used for the express purpose of causing fires either in the rigging or on the decks.

Heated shot may only be used by cannons in fortifications. It takes two turns to reload the cannons firing heated shot. Use the same modifiers as cannons using double shot.

On any turn which you are hit with heated shot and a five is rolled on the CRT, a Level I Fire has broken out.

SOLITAIRE PLAY

If for one reason or another you are going to play the game solitaire,this system will enable you to do it.

After you have written your movement orders, roll on this chart:

Ship's Speed	Straight course?
1-2	1-3
3-4	1-2
5-7	1

If the die roll is in the range on the line next to its speed, then the ship will travel on a straight course. If not, then roll on the following chart to determine when it will turn during the movement phase.

	Ship's Speed					
Die Roll	2	3	4	5	6	7
1	1T	2T	3T	4T	5T	6T
2	1T	2T	2T1	3T1	4T1	5T1
3	1T	1T1	1T2	2T2	3T2	4T2
4	T1	1T1	T3	1T3	2T3	3T3
5	T1	T2	1T1T	T4	1T4	2T4
6	T1	T2	T1T1	1T2T	T5	1T5

When it is time to turn, the ship will turn toward the enemy. If there are enemy ships on both sides, the direction is your choice.

During the **Change Sail Phase** roll one die and add to the number of hexes between ships. If the sum is eleven, or more, the ship will put up full sails.

BATTLE COMMAND CONTROL

Commanders had a difficult time controlling ships in a sea battle. The only means of communication was by signal flags. This limited the length of the message, and the flags were very often obscured by the smoke from the cannons, or the fires from the ships.

In this battle, the fleets will be divided into squadrons. A squadron will consist of at least two ships and no more than six ships. A commodore will command a squadron. An admiral will command two squadrons.

The player will be an admiral or a commodore. Make a counter with a flag (Admiral) or pennant (Commodore) on it. This ship will represent the one you are on, and this is the only ship over which you have absolute control.

When you are traveling in formation you only need write orders for the flagship. On the flagship's log you write 'Line Ahead' (LAH) or 'Line Abreast' (LAB). On a 'Line Ahead Course', the ships will travel in a straight line, and turn on the hex on which the flagship turned. For 'Line Abreast' all the ships will turn at the same time. Therefore, on an order saying, "2L2" all ships move forward two, turn left, and then move forward another two hexes.

If you want a ship to move independently, you must see if it has received your signal. The maximum range for signals is twenty hexes. If one ship has fired its cannons, roll two dice. If the result is between two and eight inclusive, then the ship had seen the signal. If both ships have fired their cannons, then the signal is seen on a roll of two to six inclusive. If the ship does not see the signal then it stays in formation. However, if it has already broken away, use the random movement chart used in solitaire play.

In larger scenarios, the orders are sent between the flagships of the various formations. If the signals are not received, use the random movement chart again.

At the beginning of a battle you should decide the chain of command. Thus, if the leading admiral is killed, the second in command may instantly take over.

As was often done during the age of sail, a frigate was placed outside the line of battle for the expressed purpose of relaying signals to the rest of the fleet. Therefore, in the game, if any ship can see the signal, it may relay that signal to any other ship within view.

With these rule changes you are faced with a myriad of problems and choices. Will the fleet see the signals? Can your crew put out the fires before the ship explodes? Will the marines have the ability to repel borders? Can the officers handle the burden of command? Will the crew remain stalwart under the strain of battle? And finally, will the rest of the fleet flee while you are in the midst of battle leaving you alone and outnumbered.

Facing these difficulties now recreats battle conditions during the Age of Sail.

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QUICK AND DIRTY VARIANTS

THE Z-PLAN

The Z-Plan was a secret plan for the reconstruction of the German surface fleet prior to the beginning of World War Two. This plan, and its possible effects may be simulated by using Avalon Hill's **War at Sea** game. Historically, the composition of the German fleet was truncated because Hitler started the war prematurely. As a result of premature hostilities, large numbers of submarines had to be built at the expense of the German surface fleet. This was necessary if the German Navy was to be able to mount any form of effective resistance against the British and US navies.

If the German Navy succeeded in implementing the **Z-Plan** on a limited basis, Germany could have had a small fleet with a balanced composition at the start of the war. This possibility may be simulated by playing **War at Sea** with all the German ships available as initial units. The submarine units appearing as reinforcements on turns three and four are not used. All Italian Navy units appear normally. All British reinforcements from turns two and three are available as initial units. The German carrier *Graf Zeppelin* must be used in this scenario. All other victory conditions and reinforcement schedules remain the same.

This variant may also be used with the **War at Sea** expansion kit. In this case all naval units are set up as in the preceding variant. Players may also play both variants with the German submarines appearing as indicated.

To simulate what might have happened if the Germans were able to implement the **Z-Plan** in its entirety, allow all German surface naval units to appear as initial units and allow the German player to receive all submarines as reinforcements as indicated in the regular game. This variant may also be used in conjunction with the expansion kit.

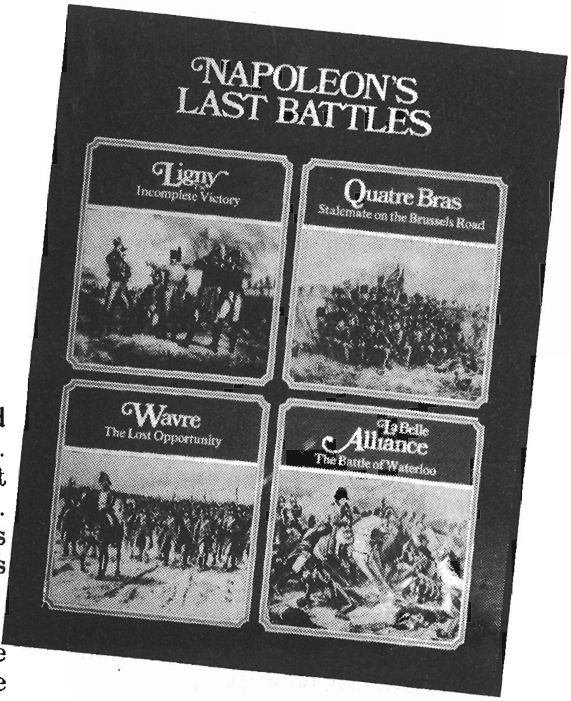
Once sunk, no German surface vessel may appear as a reinforcement.

German Light Cruisers: German Light Cruisers are not simulated in the regular **War at Sea** game. Players may remedy this by making these naval units from blank counters. The German Light Cruisers will include the *Emden* (1-0-6), and the *Karlsruhe*, *Koln*, *Konigsberg*, *Leipzig*, and *Nuremburg* (all are 1-0-7). Due to the fact that all of these ships have a damage strength of "0", a single hit of any kind will automatically sink them. All German Light Cruisers are available on turn one.

James E. Meldrum

NAPOLEON'S LAST BATTLES

The re-issue of this SPI "quadra game" by TSR is certainly welcome. The game has been a great favorite for many years and has the quality of an 'old friend'. It stands up well to many replayings and deserves to be reissued since it is considered to be one of the classics.



The good folks at TSR did some editing of the rules and included some significant changes from the original rules. **Sections 9.0, 9.14, 13.0, 14.3** in the basic folio games have been changed, and a major revision of the command rules in **section 20.3, 20.31, 20,32,** and **20.33** results in a very different flavor in the campaign game. There was also a clarification of **rule 25.4**.

However, TSR still missed a few errors which appeared in the original. The following is unofficial errata for the reissued game.

3.6 standard rules folder: 1

16.3 The references to the Eastern map edge should read the *Western* map edge (ie, towards the Battle of Waterloo).

Following are some variants which are designed with an eye towards the campaign game. Appropriate rules sections are noted.

5.5 and **7.9 Rain**
Allow any units to enter enemy zones of control, and conduct combat. *However*, no artillery is allowed to participate in combat, and the cavalry may only fight at half

strength (*but never less than one strength point*). Such attacks must be under the control of a leader.

Streams: Increase movement point costs for crossing streams to three.

Bivouac: Infantry and cavalry units must halt on two consecutive night turns, or fight at reduced strength due to fatigue. Reduced units fight at half combat strength. Again, never less than one strength point.

10.2.3 Chateaux may hold a maximum combat strength of five points. Reinstate the restriction that infantry units out of command do not gain the benifits.

14.2/3 Arrival of d'Erlon's Corps: If committed, the French must achieve Prussian disintigration. French maximum losses increase to 45 strength points.

Arrival of Prussian IV Corps: French maximum losses are increased to 45 strength points (55 if the above option is used). Prus-sian demoralization level is raised to 70 points, disintegration level is raised to 96 points.

15.2 If d'Erlon's Corps is used, French morale for 1600 and later is raised to 35.

17.2 Later increases in the morale level does not negate the demoralization of the Anglo-Allied army.

17.5 (a) The arrival of the Prussian IV Corps may be accelerated by one hour.

(b) The arrival of the Prussian IV Corps may never take place.

20.32 Units out of command which begin their turn in an enemy zone of control *must* retreat before combat.

20.33 Delete.

21.1 Change ten hexes to one turn's march of an enemy unit. The intent is to insure that there is no interruption of reorganization efforts. Commanders may reorganize any subordinate unit if not exercising direct command that turn. Commanders may exercise indirect command.

22.11 In addition to optional weather costs.

22.2 Netherlands Nationalism: Assuming that Holland had caught the nationalistic fever, increase their demoralization level to 11.

23.0 Reorganization is allowed at night only to units in bivouac.

24.1 Allied supply may also be traced to Brussels (**hex B0605**).

26.0 The victory conditions are judged at 2100 hours, June 18. The following schedule of victory points is suggested:

	Pts.
French Strategic Victory	230
French Tactical Victory	175
French Marginal Victory	150
Draw	126 to 149
Allied Marginal Victory	125
Allied Tactical Victory	100
Allied Strategic Victory	50

Michael Mullen

OPTIONS FOR HUE

Mayfair's **HUE** game simulates the battle fought for the city of *Hue* during the famous *Tet Offensive* of 1968. Only the historical battle for the city is simulated, although there are some optional rules included with the game used to simulate other factors that may have had an effect on the outcome of the battle. Other options that could be used with the game include rules to simulate varying degrees of alertness of the US and South Vietnamese garrisons.

Historically, the US and South Vietnamese forces were caught by surprise during the *Tet Offensive* of 1968. If they had had minimal warning of the impending offensive they would probably have reinforced the garrisons of many cities, including *Hue*. This possibility may be simulated by having all US/ARVN units normally used as reinforcements on the February 1 - 3 game turns deployed inside the walled city of *Hue* as initial forces. These units may be deployed anywhere except inside the *Palace of Peace*.

HUE™

THE TET OFFENSIVE

If these forces obtained significant early warning of the upcoming offensive, they might have been able to suppress Viet Cong activity in the city prior to the actual battle for *Hue*. To test this, play the preceding variant without deploying the Viet Cong units inside the city. Instead, determine the number of participating Viet Cong units in the normal manner and have them enter the map from the north or east edges as reinforcements on game turn two.

In all variants, the reinforcement schedules, victory conditions, etc. remain the same unless otherwise mentioned.

OPTIONS FOR OPERATION BADR

Each of the scenarios in this article on *West End's* **Operation BADR** game consist of variant rules used to modify old scenarios. These scenarios are intended to simulate the effect of various developments that could have altered the outcome of the battle. Unless noted, all scenarios use the same reinforcement schedules, victory conditions, units, etc. as in the original game rules. In any situation where the variant material conflicts with the regular rules, the original game rules will take priority in resolving the conflict. The only thing that the players have to do is modify the existing scenarios, and have fun.

EARLIER ISRAELI MOBILIZATION

For the first three game turns neither side may fire artillery, use air units, or cross the purple line. The Syrian player may not cross the purple line until turn four.

The Syrian player wins by using a new set of victory conditions. In order for the Syrian player to win, he must capture *one* Israeli bunker *or* fortified village hex *and* move ten supplied units across the purple line.

These variant rules are to be used with **scenarios 17.1, 17.2, and 17.6.**

BETTER SYRIAN LEADERSHIP

1. The 13/3 and 15/3 units are available as soon as any one Israeli bunker hex is captured, entering in area 'X'.
2. After deploying units at the start of the scenario, the Syrian player may move all the units once as long as they do not cross the purple line.
3. Syrian artillery is treated as though it were Israeli artillery for bombardment purposes (**9.1**). The Syrian artillery may retreat if they are a part of a stack when attacked.
4. Syrian artillery may conduct support fire (**9.2**).
5. Extend Syrian supply path to six hexes.
6. Optional **rule 16.4** may not be used.

This material is intended to be used with **scenarios 17.1, 17.2, 17.6.** These rules may also be used with **scenario 17.3** where the 13/3 and 15/3 enter play on turn one in area 'X'.

NO UNITED STATES AID

1. Reduce the supply path to all Israeli units to three hexes.
2. Damaged Israeli air units may be released from the air force pool on a die roll of six only.
3. No Israeli opportunity fire is permitted.

These rules may be used with all scenarios.

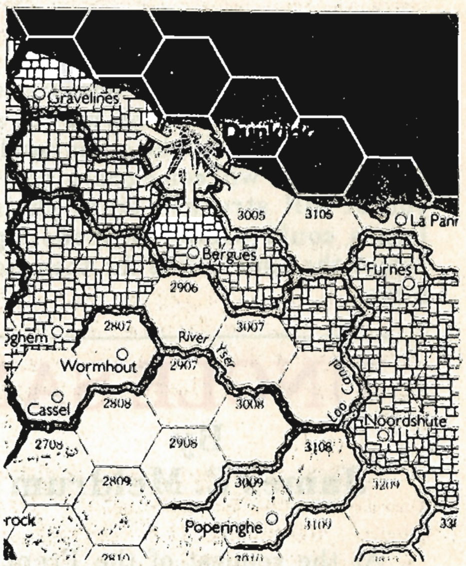
James E. Meldrum

DUNKIRK 1940

Tyrone Bunda and *3W* are to be congratulated on **Dunkirk 1940.** This game deals very well with the subject, has a beautiful map which is certainly one of the best yet, considering its size and scale.

The Order of Battle looks very complete with the French units finally done right. Tyrone Bomba's becoming one of the better "small game" designers in the industry. One looks forward to seeing what Mr. Bomba can do with a large scale project. Hopefully there is one in the works, as the hobby could certainly benefit from one of his talent.

In playing the game, two variants are obvious. The first of these is to allow the Germans to attack departing Allied units with Stukas. Chances of causing one step losses are as follows:



Step loss = number of Stukas - 1 rolled on a die.

An example is that if three Stuka units are placed on a target, then three minus one equals two (3Stukas - 1 = 2). A roll of one or two on the die causes a step loss to the units that were attacked. If one Stuka unit attacks, rolls die and if a one is rolled, roll again, and this time a one through three causes a step loss to the unit attacked. After attacking, units are set aside on the *Luftwaffe Commitment Phase.*

The second suggestion is to tie in *3W*'s **Fight on the Beaches** (*Operation Sealion, the invasion of Britain*) with **Dunkirk 1940**.

"HOW?"

You may well ask... By simply having any losses suffered by the British **1st, 4th, 42nd, 3rd** and **50th Divisions** carry over to **Fight on the Beaches.** If they are left on the beaches of *Dunkirk*, or if they are badly mauled, they are either lost or reduced in the subsequent game. Since the scale of the games is different (division in **Dunkirk**; brigade in **Fight on the Beaches**) units must be transposed. Flipped units in **Dunkirk** should lose one infantry brigade and the divisional artillery brigade, or roll for it.

Actually, a flipped unit appears to lose two brigades, but this may be a little too severe. On the other hand, the Germans will come charging at you at full strength since their losses could easily be made up before the time comes for them to attack.

If you combine one and two above, to keep the Germans from concentrating on the **Fight on the Beaches** units, you can hang onto one step for every three removed by the Germans from Stuka bombing. This assumes that some of each unit would survive and be evacuated, and could reorganize into at least a one brigade unit.

Gary E. Smith

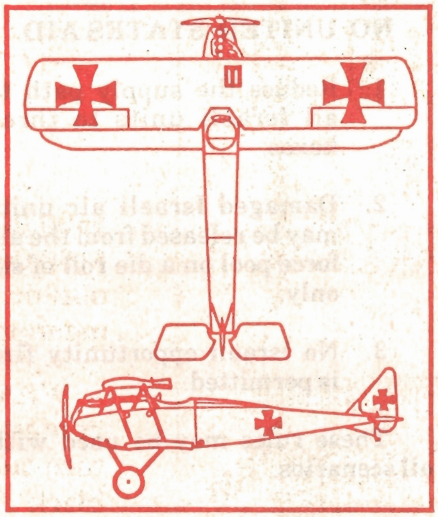
UNCLE SAM MEETS VON RICHTOFEN

By
James E. Meldrum

At the request of the French government the United States forces that went to France to fight in WWI did so without bringing their own heavy equipment. This included aircraft, and the American forces fought in French and British airplanes. There was an attempt made to rectify this situation, but the equipment did not get to the troops before the fighting ended.

In order for US aircraft to be employed in the battle, the war would have had to continue into 1919.

Von Richtofen's War is Avalon Hill's game of simulated, air combat during WWI, and may be used as an experimental vehicle to determine how US made aircraft would have performed in combat against German aircraft.



One of the first US aircraft that could have participated in World War One was the *Loening PW-2*. This airplane was designed to fulfill the same mission as the British *Bristol F2B* but with superior flight performance. Armament was either one or two Lewis guns on a ring mount with one additional gun mounted to fire forward.

The other US aircraft that could have participated in the air fighting over Europe was the *Thomas-Morse MB-3A* pursuit plane which was intended to replace the *SPAD* pursuit planes that many of the US Aero Squadrons were flying. The MB-3A was armed with two forward firing .30 caliber machine guns.

Performance factors appear in the following chart. The PW-2 may be substituted for the *Bristol* F2B in any scenario where the F2B is designated to be used. The MB-3A may likewise be substituted for any *SPAD* fighter in those scenarios where the *SPAD* is designated for use. Alternatively, try using one PW-2 and two MB-3As in **scenario six.**

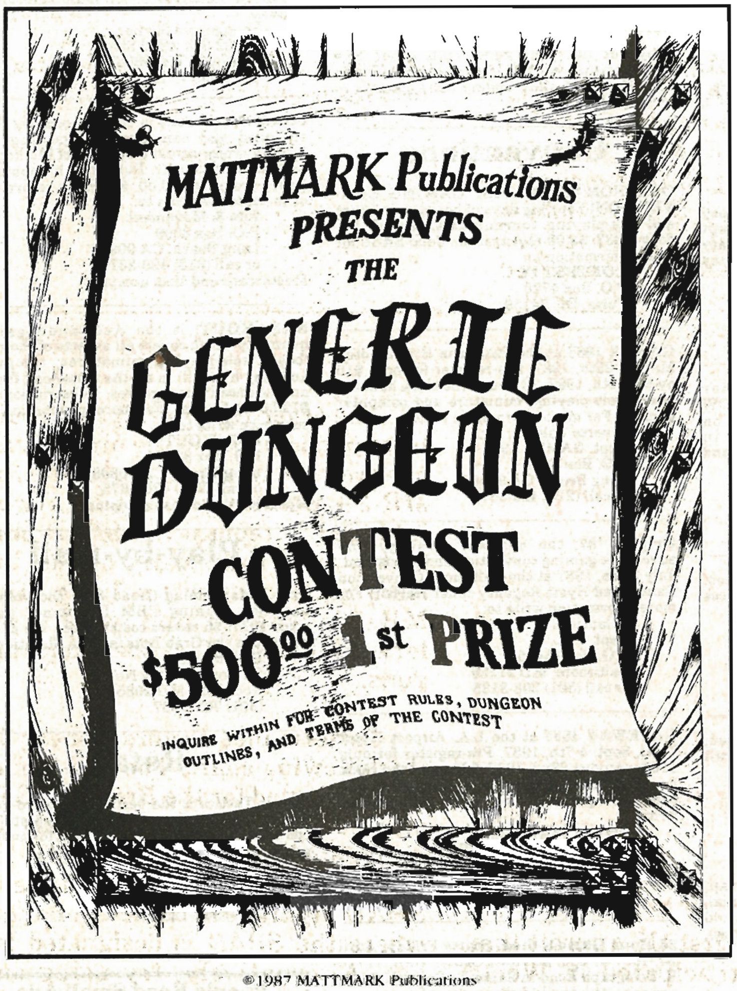
Substituting US aircraft into any of the scenarios should allow players to examine how well they could have performed against German aircraft.

AUXILIARY AIRCRAFT CAPABILITIES CHART

AIRCRAFT	USES	SERVICE PERIOD	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
Loening PW-2	F,B,R,T,A	'18-'19	10	3	12	6	10	6500	250	450	7	8	C	C

AIRCRAFT	USES	SERVICE PERIOD	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
Thomas-Morse MB-3A	F,R,T	'18-'19	10	4	12	10	--	6000	200	450	8	9	B	C

HERE'S YOUR CHANCE . . .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All ads should be sent, along with checks or money orders made payable to:

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Opponents Wanted

Looking for Air Force (AH) or (BL) FTF players in the LA area plus Dawn Patrol or Wings. Also interested in learning Up Front.

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Local game simulation design group looking for gametesters of original and known games, mostly multi-player boardgames with computer assist and military and socioeconomic themes. Must be 21 or older.

R. C. Chiofolo
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AH Classics, Chess, Risk!, Monopoly, Diplomacy, Third Reich.

Tim Towery
13965 Olive Grove Lane
Silmar, CA 91342
H-(818) 362-1222
W-(818) 902-9522

FTF opponent wanted for WSIM, Flat Top, Submarine, or Ironclads. I'm also interested in naval miniatures but don't know a good beginner's system.

Paul Lebowitz
716 Broadway St., #22
El Cajon, CA 92021
H-(619) 447-5118

Wanted: Modern and WWII Micro Armor players. Challenger rules and Combined Arms or others. Other eras, too.

Rolf Kirby
15 San Mateo Rd.
Berkeley, CA 94707
H-(415) 526-2771

Wanted: Modern and WWII Micro Armor players. Challenger rules and Combined Arms or others. Other eras, too.

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For Sale: Victory's Civil War, Vietnam, Korea, $15; AH's Flattop, Squad Leader, Firefight, $15; AH's Gettysburg (new), Fortress Europa, 3rd Reich, $10.

Ben Harb
10341 Lassen
Los Alamitos, CA 90720

Wanted: Wars of Heligolandisch Succession, Little or No Mercy, 3-M at reasonable prices. For Sale: SPI WWII, Berlin '85 and S&T's, many more. Send for list of sales and wants.

John Farewell
61 Midland Ave.
Stanford, CT 06906

Wanted to buy: Len Pulsipher's Diplomacy Variants published by Zocchi. Will accept xerox copies. Interested in other Diplomacy literature and variations. Willing to pay reasonable price.

Jeff Schwartz
P.O. Box 6065
Alhambra, CA 91802
H-(818) 281-4310

Vive L'Empereur! Diehard Cuirassier PINING for La Bataille de la Moskowa! GDW or Marshall Enterprises. Price depends on game's condition. Also interested in "replacement" games for my collection. Send SASE.

Sergio R. Mandiola
1372 Smokewood Drive
Santa Ana, CA 92705
H-(714) 731-1647

Wanted: Old and out of print wargames. Especially North Africa. Send list with prices and conditions.

William T. Fischer
11315 Peacon St., #19
San Pedro, CA 90731
H-(213) 831-1711
W-(213) 377-1543

Buy, sell, trade: boardgames, new and used; miniatures, painted or unpainted 15mm; call or write. Will negotiate almost anything.

Norris Hazelton
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Seattle, WA 98155
H-(206) 364-1825

Old SPI games (pre-TSR), shrink wrap, unpunched, punched. Also, S.O.S. (Phoenix), early AH, other collector's items. Want old S&T's (pre-TSR), new GDW (Europa series), wooden piece RISK! Sell Lionel.

Edward V. McDermitt
8000 Wildwood Dr.
Tacoma Park, MD 20912
H-(301) 439-3721

Civil War gamers: large collection of Civil War games to buy, sell or trade. If you're interested in receiving and/or writing for a Civil War gaming newsletter, please let me know.

Bill Koff
146 Chimney Lane
Wilmington, NC 28403
H-(919) 392-5145
W-(919) 763-7497

Wanted: 15mm new Minifig Napoleonics and Ancients, 1/1200 Napoleonic ships, Bandai 1/2000 WWII ships, related books and magazines, Miniature Wargames #5, Phoenix metal figurines.

Steve Marthinsen
3 Locksly Lane
San Rafael, CA 94901
H-(415) 456-1540

Buy, sell, trade wargames! SPI, Avalon Hill, GDW, old 3W, etc. I have numerous collector's items available. Also wargaming magazines. Send SASE for multi-page listing.

Paul O. Kramer
10919 Gulf Freeway #4315
Houston, TX 77034
(713) 946-3051

New condition games for sale: Royal Navy (Quarterdeck), Grant Moves South (signed and numbered by designer). Both fast playing, sweeping movement, quality simulations. Write for prices.

Eric Lawson
5314 Ridgeview Circle #6
El Sobrante, CA 94803
H-(415) 223-3242

Game Clubs

Santa Fe Springs Gamers Association. All types of BG's and RPG's. All ages. New members welcome! Tues/Thurs 5-9pm, Saturdays 9am-5pm. Town Center Hall, 11740 E. Telegraph Rd, Santa Fe Springs, CA or call (213) 863-4896 during club hours.

Why not list your game club here? See instructions at the beginning of the Classified, and start finding more gamers in your local area!

Conventions

OKLAHOMA'S LARGEST GAMING CONVENTION! Four big days of board, miniature and role-playing tournaments. March 26-29th, 1987. $8.00 registration. Send SASE for more information to:

CONTEST IV
P.O. Box 4726
Tulsa, OK 74159

GAMEX 1987 at the Pasadena Hilton hotel, May 22-25th, 1987. Pre-register for only $16 by May 9th, 1987. 72 'round the clock hours of board, role-playing, miniature and computer gaming. For more information write:

Diverse Talents, Inc.
Dept. GAMEX 1987
P.O. Box 8399
Long Beach, CA 90808
or call (213) 420-3675

Origins '87, the *national* strategy and adventure gaming convention and exposition. July 2-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor. For more information write to:

Atlanticon
Dept. C.A.
P.O. Box 15405
Baltimore, MD 21220
or call (301) 298-3135

GATEWAY 1987 at the L.A. Airport Hyatt hotel, Sept. 4-7th, 1987. Pre-register for only $16 by August 22nd, 1987. 72 'round the clock hours of board, role-playing, miniature and computer gaming. For more information write:

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24 Hour Game-a-thon. Starts Friday, April 24, 1987 at 5pm at Town Center Hall, 11740 E. Telegraph Road in Santa Fe Springs. $4.00 pre-reg until April 15. For more info:

Santa Fe Springs Gamers Assn.
P.O. Box 2434
Santa Fe Springs, CA 90670
or call (213) 863-7893

Publications

Savage and Soldier is now in its 21st year. Published quarterly at $15.00 per year and provides information on uniforms, battles and wargames of the late Victorian Era (1870-1914). To subscribe of for more information write to:

Savage and Soldier
23902 S.E. 42nd Street
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Fire & Movement is the *independent* forum of board and computer wargaming. The leading *profes-sional* magazine of the hobby is now in its 10th year. Published bi-monthly, 6 issues are only $20.00. For more information or to subscribe write to:

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BREAKOUT! is the Australian gaming quarterly which covers all aspects of the hobby (board, role-playing, miniatures, computers and play-by-mail) in all the historical, fantasy and science-fiction genres. Subscriptions are $12.00 for 4 issues. For more information or to subscribe write to:

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Game Designer's Guidelines for BATTLEPLAN magazine

BATTLEPLAN publishes small, "mini-wargames" on occasion. While the designer is free to chose a "hot topic," the phyiscal format for the published game *must* be able to meet the publishing criteria below:

>**Map size**, 11" x 17" maximum, although smaller maps are not only permisable but preferred.
>**Rules**, no more than 3,000 words, if possible. *Low complexity levels preferred!*
>**Counters**, up to you. They can be full color, if needed (avoid back-printing), on cut-out cardstock inserts (so don't have a lot of stacking, either, if you can help it!).
>**Charts & Tables**, don't go overboard.

Begin by submitting a one page game proposal to: BP Games Editor, P.O. Box 8399, Long Beach, CA 90808. In it, describe generally the game you wish to design. Mention the topic, scale, complexity, and the number or counters, charts and tables that will probably be needed to make the game.

If the proposal is accepted for development, you will receive a 'go ahead' on it, plus our standard "Poor and Obscure" contract (you didn't think you'd get "Rich and Famous" designing little wargames did you?). The pay scale varies, but it is around $130.00 per game design, plus a royalty if we ever publish it seperately as a boxed game (don't hold your breath). You'll owe us two playtest copies of the game, plus a historical background article as well as designer's notes. We'll owe you the money, your name in the credits, and five copies of the game (presumably for your mother).

Return With Article Submissions for BATTLEPLAN magazine

AGREEMENT

This agreement between BATTLEPLAN magazine, a division of Diverse Talents, Inc., with its address at 5374 Village Road in Long Beach, CA 90808, and:

____
Print your name here
(hereafter known as Author) of:

____
Insert title of article submitted
(hereafter known as Work).

WITNESSETH

1. The Author affirms that no portion of the Work has been previously published, except for citations of portions of the work indicated to be such with due attribution.
2. The Author affirms that no portion of this Work is concurrently submitted for consideration for publication elsewhere.
3. Should the Work be published in BATTLEPLAN, it shall be understood and agreed that the Author will be compensated upon such publication at the most recently published honorarium rate.
4. Should the Work be accepted for publication in BATTLEPLAN magazine, the Author assigns all his rights, title and interest in the Work to BATTLEPLAN magazine, or its assigns, absolutely.

Date Submitted: ______________

Social Sec. # ______________

Author's Address: ______________

____

City: ________ State: ____ Zip: ________

Writer's Guidelines for BATTLEPLAN magazine

We are always looking for new contributors, many of whom come from the ranks of our readers. Often our readers write their very first published articles for **BATTLEPLAN**. If you feel that you can express yourself clearly on paper, we invite you to submit your variants and reviews to us. You may write on any game or other related topic which you enjoy that might be of interest to our readers. We will consider articles on any type of historical, political or military adventure gaming product, particularly new releases (for current reviews). Variants and scenarios to both new releases and old favorites are particularly desired , however, they should be more of the "play-tested" variety and less "experimental" in terms of development and game balance.

Manuscripts should be typewritten or computer printed with a dark ribbon on white paper, double-spaced, and amply margined. Computer printouts should be ragged right (*not* justified!) and burst. Game titles should be in upper and lower case letters and underlined (eg. Russian Campaign).

Game and product reviews should be 500 to 850 words in length, presented in a brief, capsulized format (see the adjoining review format guidelines). We are *not* looking for for in-depth analysis in a game review, merely brief concise descriptions of games. Variants of all sizes, but particularly short variants, clarifications and optional rules running from 350 to 1600 words are particularly welcome, as are full blown scenarios and "mega-variants" (with cardstock components). Note that a "word" is defined as five letters plus a space, or six characters. Longer articles are still welcome, but shorter articles are best to start with and easier for us to publish.

Submissions will not be returned to writers, so only send us *copies* of your work, *not* originals. A cover sheet should be included with all submissions and contain the author's name (as you wish it to be published), address, telephone number, suggested title, and the date submitted. A completed facsimile of the writer's agreement, left, must also be included with the article.

Ease of editing will increase probabilities of article acceptance. The Editors defer to Fowler's Modern English Usage, Strunk and White's Elements of Style, and Webster's New World Dictionary on matters of grammar, syntax, and spelling.

All articles submitted automatically become the property of this magazine. In submitting an article, the author affirms that none of the material is copyrighted, previously published or concurrently submitted for consideration for publication elsewhere. **BATTLEPLAN** currently pays 1.5¢ per word upon publication. All submissions should be sent to: Editor, Pete Flahive, P.O. Box 8399, Long Beach, CA 90808. Please include a stamped, self addressed post card for an immediate appraisal response.

Some review copies of certain games are available at the office for established game reviewers. If you would like to write for ownership of the review copy as well as payment, please contact the Editor, who will let you know if a review copy is available to send to you. The Editor controls the writing assignments, with the assistance of the various magazine Department Editors.

Veteran Writer's Guidelines for BATTLEPLAN magazine

If you already have some experience writing for gaming magazines, here is a more detailed description of the different types of features found in **BATTLEPLAN**.

GAME REPLAYS:

This is a basic analysis of a game (or game *turn*) described by being *actually played out*. It is a nuts-and-bolts look at the mechanics of the game's operations, as well as strategies and tactics, as described through the playing of a game or just a turn or two. Generally, 5-7 ms. page length is about right for a short Game Replay, although longer pieces like those used in The General will be considered as well. Naturally, detailed examples of play, indicating specific board spaces and unit locations, combat results tables, die rolls, etc. almost entirely constitute this type of analysis article. A reader must really have felt like he has read a good, solid "test drive" of the game.

COMMANDER'S NOTEBOOKS:

In addition to Game Replays, we are interested in what we call the Commander's Notebook, or other 'how to play' articles. These discuss game strategies, tactics, rules subtleties, tricks, etc. The best of these type of analyses cover not only what is best/optimum play, but also show *why* the suggested strategies and tactics are best by examining alternative approaches to the game. In other words, they are true analyses. This type of article requires exhaustive playtesting, but is often the most rewarding.

VARIANTS:

While virtually *any* suggested change to a game is a variant for it, we are more interested in brief, intelligent variants. These might be of the **Quick and Dirty** variety (1/2 - 1 1/2 ms. pages), which are just a few sentences or paragraphs suggesting an optional rule or changes to existing rules. Alternately, they might be more comprehensive revisions of already existing popular wargames running from 3-7 ms. pages or more.

SCENARIOS:

Scenarios are complete 'games within games.' They usually consist of listing alternate orders of battle and victory conditions. Occasionally, an odd chart or table is required to round out the components for a standard game Scenario article. Length may vary, but should be about 3-7ms pages.

MEGA-VARIANTS AND SCENARIOS

These babies are like the ones described above, except that they often require additional game components be created by the magazine such as counters, maps, charts and tables, game cards, etc. There's is no telling on the length, but the components *must* conform to the physical production limitations description as previously described under Game Design for **BATTLEPLAN**.

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BATTLEPLAN
Feedback Questions

Issue #2 May / June 1987

How to use the Feedback Response Card: After you've finished reading this issue of *Battleplan*, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each questions number. The response card is to your right, on the bottom corner.

Please be sure to answer all questions (but do not write anything in the box for question-numbers labeled "no question"). Your answers will help steer *Fire & Movement* and *Battleplan* magazines, which will, in turn, help steer the hobby.

What the numbers mean: When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When a question requires a "yes or no" answer, "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating, "5" is an AVERAGE rating, and all numbers in between express various shades of approval or disapproval.

The following questions ask you to rate the articles in this issue [1 = poor; 9 = excellent; 0 = no opinion]. Be sure to rate the article, not the game, book or product reviewed!

1. Editorial

-23. No question.

24. Was this issue better than the last one?

25. Assume that you don't subscribe to *Battleplan.* Would the quality of this issue alone motivate you to subscribe?

26. How many others, besides yourself, will read this copy of *Battleplan*? 0 = none; 1 = 1; 2 = 2; ...9 = 9 or more.

27. For how long have you had a continuous subscription to *Battleplan*? 0 = I am not a subscriber; 1 = This is my first through third issue; 2 = This is my fourth through sixth issue; 3 = This is my second continuous year as a subscriber; 4 = This is my third through fifth year as a subscriber; 5 = This is my sixth through eighth year as a subscriber, 6 = I've been a subscriber for over eight years.

28. Did you send in the feedback card for your last issue of *Battleplan*?

29. Your age: 1 = 13 years old or less; 2 = 14-17; 3 = 18-21; 4 = 22-27; 5 = 28-35; 6 = 35-45; 7 = 46-59; 8 = 60 plus.

30. Your sex: 1 = male; 2 = female.

31. Your years of education: 1 = 11 years or less; 2 = 12 years (i.e. completed high school); 3 = 13-15 years; 4 = 13-15 years and *still in college*; 5 = College graduate; 6 = College graduate still in school for a higher degree; 7 = Masters or Professional Credentials; 8 = Doctorate.

32. How long have you been playing wargames? 0 = less than a year; 1 = 1 year; 2 = 2 years; ...9 = 9 or more years.

33. What is the average number of hours you spend playing simulation games each month? 0 = none; 1 = 1hour or less; 2 = 2-5 hours; 3 = 6-9 hours; 4 = 10-15 hours; 5 = 16-20 hours; 6 = 21-25 hours; 7 = 26-30 hours; 8 = 31-40 hours; 9 = 41 hours or more.

34. How many wargames do you posses? 0 = none; 1 = 1-15; 2 = 16-30; 3 = 31-45; 4 = 46-60; 5 = 61-75; 6 = 76-90; 7 = 91-105; 8 = 106-120; 9 = 121 or more.

35. How much of your wargaming is done on a computer? 1 = none; 2 = very little; ...5 = half; ...9 = all.

36. How much of your wargaming is played solitaire? 1 = none; 2 = very little; ...5 = half; ...9 = all.

37. How many game conventions did you attend in the last year? 0 = none; 1 = 1; 2 = 2; ...9 = 9 or more.

38. What complexity scale are your favorite wargames? 1 = introductory; 2 = introductory to low; 3 = low complexity; 4 = low to moderate; 5 = moderate complexity; 6 = moderate to fairly complex; 6 = fairly complex; 7 = fairly to highly complex; 8 = highly complex.

39. Pick one topic which you would **most** like to see more games and articles about: 1 = Ancient (Rome, Greece, Biblical, 3000 BC-600 AD); 2 = Dark Ages and Renaissance (600 AD-1600 AD); 3 = 30 Years War and Pre-Napoleonic (1600-1790); 4 = Napoleonic (1790-1830); 5 = Civil War (1830-1900); 6 = World War I (1900-1930); 7 = World War II (1930-1947); 8 = Post World War II (1947 to present); 9 = Present and future.

40. No question.

The following questions concern current wargaming hobby trends and issues.

41. Were you ever a subscriber to the old wargaming magazine *Jagdpanther*?

42. Were you ever a subscriber to the old wargaming magazine *Moves*?

43. Are you planning to attend Origins this year?

44. If not, how come? 1 = I'm not interested in going to an Origins; 2 = I haven't seen any ads, so don't know who to contact for more information; 3 = I can't get away that weekend; 4 = I can't afford it as a vacation; 5 = I can't get away that weekend, nor afford it; 6 = I'm interested in Origins, but I don't like where being held in this year; 7 = There are no events scheduled this year that I'm interested in.

45. No question.

Rate the following proposed Battleplan mini-wargames on a 1 to 9 scale, with 1, 2, or 3 little interest in seeing the game; 4, 5, or 6 indicating some interest in seeing the game; and 7, 8, or 9 indicating considerable interest in seeing the game produced as a mini-wargame in a future issue of Battleplan.

46. *Bloody Anchluss.* A hypothetical game based on resistance to Hitler's takeover of Austria in 1938. Rules would include armor reliability, air power, and combined arms. Scenarios would include the historical German invasion plan (Sonderfall Otto), free set-up, and hostile Italian intervention.

47. *Tunnel Rats.* Tunnel warfare in Viet Nam is presented in this solitaire game with the player as the "rat team." The map is composed of 40 tunnel cards placed as it becomes discovered. Encounters would include booby traps, store rooms and, of course, the V.C.

48. *The Rock.* Another hypothetical game proposing a German assault on Gibralter. Scenarios would include Spanish assistance and resistance and Italian amphibious support.

49. *The Civil War in the East.* The eastern theater of the American Civil War is handled with a few army and garrison counters, some control markers, and an "operational point" system that controls everything else from movement to supply to combat.

50. *Bay of Pigs.* The map would cover the areas in which fighting took place for this ill-fated invasion of Cuba by Cuban exiles in 1961. Companies and Battalions would maneuver during 8-hour turns. Features would include airborne landings, air support, amphibious landings, and possible U.S. intervention.

51. *Case Bruder.* After Rommel's victory at El Alamein, the German Summer offensive in Russia plans to link Army Group South up with PanzerArmee Afrika in the Middle East. Corps level with two week turns, *Case Bruder* would cover an are from Alexandria to Stalingrad; from Ankra to Basra. Allied "Torch" forces, Turkish diplomacy and Mid-East politics are all considered.

52. *Crimea, 1941.* A Regiment/Brigade level game of this area of Operation Barbarossa. Rules for artillery, forts, combined arms, air power and possible amphibious landings as Sevastapol draws the German Army south.

53-54. No question.

The results of the following questions comprise the statistics in the Fire & Movement Games Rating Chart. After each game title there are six questions lettered "A" through "F". Unless otherwise noted, these questions are answered with a "1" (poor) through "9" (excellent) rating.

Question A- What did you think of the game's play balance and "excitement level" (was it challenging and interesting for both sides)? In effect, how was it as a *game?*

Question B- What did you think of the game's *perceived* realism (does it "feel" historically accurate)? In effect, how was it as an *historical simulation?*

Question C- What did you think of the quality and "completeness" of the game's rules (was everything thoroughly explained, including examples and illustrations)?

Question D- What did you think of the physical quality of the game's components (map, box, counter, art & illustrations, rules book, and/or CRT screen displays for computer games)?

Question E- What did you think of the game overall, both as a *game* and as an *historical simulation* on a given topic and scale as well as the physical product quality? The single value at which you rate this must be considered as a synthesis of these elements, and the game's success at merging them.

Question F- Did you receive your money's worth for the game? (1 = Yes; 2 = No).

If your have not played these games, or have not played them enough to be able to accurately evaluate them, simply place 0's in all the boxes.

WE NEED YOUR HELP 432 TIMES!

The Armory and MATTMARK Publications need your help in compiling what will be the definitive guide to figure painting, "432 Helpful Hints for Figure Painting".

We have joined forces in this undertaking to provide the military/fantasy figure painters with information useful and essential to their craft.

We are seeking helpful hints that you use in figure painting. Hints for painting weapons, vignettes, facial expressions, etc. to the care and maintenance of your equipment (brushes, paint storage, etc.). Anything that you wish to share with others is what we seek. Let others in on your "dark secrets" and techniques.

All suggestions that we receive will be considered for publication. Duplicate submissions are on a first-come, first-serve basis. All writers whose suggestions are published will receive full accreditation for their ideas, a free copy of the publication from MATTMARK Publications, a basic color starter paint set with a red sable brush (over a $10.00 retail value) courtesy of the Armory. The colors in this set are: white primer, red, yellow, blue, green, flesh, black, leather brown, white and chain mail.

We ask that all submissions range between 100 - 750 words. Shorter and lengthier suggestions will still be considered.

Send all ideas, suggestions, etc. to:

MATTMARK Publications
432 Helpful Hints For Figure Painting
664 Airbrake Avenue
Wilmerding, Pennsylvania 15148

Please do not send any actual figures as we cannot be held responsible for their return, however, photos are welcome.

Let's all band together to get the job done. 432 Helpful Hints For Figure Painting will be available in the fall of 1987.

The Armory

The Armory
Roy Lipman, President

MATTMARK
Mark Edward Bonn, President

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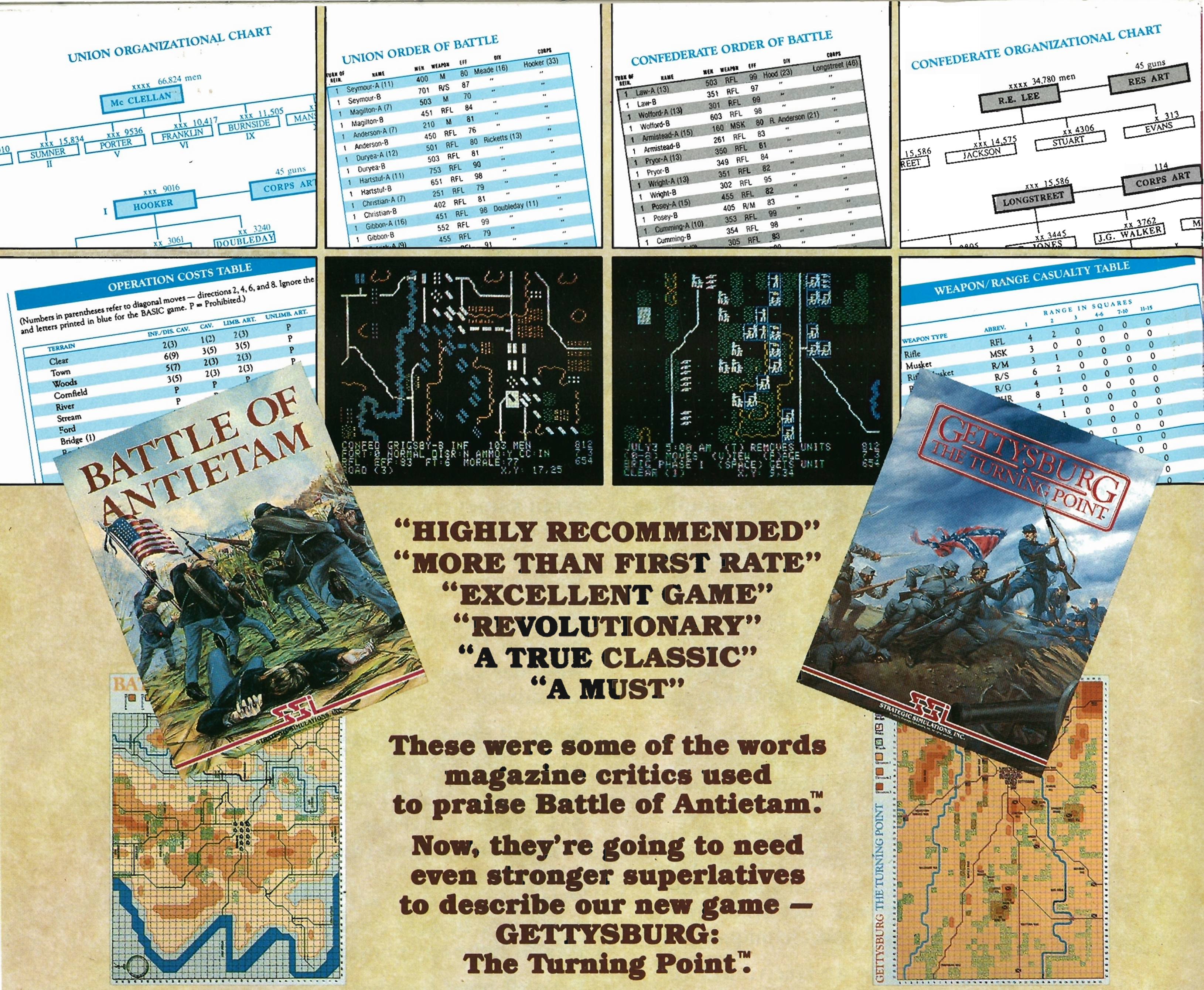
UNION ORGANIZATIONAL CHART
xxxx 66,824 men
Mc CLELLAN
xxx 15,834
SUMNER
II
xxx 9536
PORTER
V
xxx 10,417
FRANKLIN
VI
xxx 11,505
BURNSIDE
IX
MANS
I
xxx 9016
HOOKER
45 guns
CORPS ART
xx 3061
xx 3240
DOUBLEDAY
CONFEDERATE ORGANIZATIONAL CHART
xxxx 34,780 men
R.E. LEE
45 guns
RES ART
15,586
REET
xxx 14,575
JACKSON
xx 4306
STUART
x 313
EVANS
xxx 15,586
LONGSTREET
114
CORPS ART
xx 3445
JONES
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BATTLE OF ANTIETAM
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UNION ORDER OF BATTLE

TURN OF REIN.	NAME	MEN	WEAPON	EFF	DIV	CORPS
1	Seymour-A (11)	400	M	80	Meade (16)	Hooker (33)
1	Seymour-B	701	R/S	87	"	"
1	Magilton-A (7)	503	M	70	"	"
1	Magilton-B	451	RFL	84	"	"
1	Anderson-A (7)	210	M	81	"	"
1	Anderson-B	450	RFL	76	"	"
1	Duryea-A (12)	501	RFL	80	Ricketts (13)	"
1	Duryea-B	503	RFL	81	"	"
1	Hartstuf-A (11)	753	RFL	90	"	"
1	Hartstuf-B	651	RFL	98	"	"
1	Christian-A (7)	251	RFL	79	"	"
1	Christian-B	402	RFL	81	"	"
1	Gibbon-A (16)	451	RFL	98	Doubleday (11)	"
1	Gibbon-B	552	RFL	99	"	"
		455	RFL	79	"	"
				91		"

CONFEDERATE ORDER OF BATTLE

TURN OF REIN.	NAME	MEN	WEAPON	EFF	DIV	CORPS
1	Law-A (13)	503	RFL	99	Hood (23)	Longstreet (46)
1	Law-B	351	RFL	97	"	"
1	Wolford-A (13)	301	RFL	99	"	"
1	Wolford-B	603	RFL	98	"	"
1	Armistead-A (15)	160	MSK	80	R. Anderson (21)	"
1	Armistead-B	261	RFL	83	"	"
1	Pryor-A (13)	350	RFL	81	"	"
1	Pryor-B	349	RFL	84	"	"
1	Wright-A (13)	351	RFL	82	"	"
1	Wright-B	302	RFL	95	"	"
1	Posey-A (15)	455	RFL	82	"	"
1	Posey-B	405	R/M	83	"	"
1	Cumming-A (10)	353	RFL	99	"	"
1	Cumming-B	354	RFL	98	"	"
		305	RFL	83	"	"

OPERATION COSTS TABLE

(Numbers in parentheses refer to diagonal moves — directions 2, 4, 6, and 8. Ignore the and letters printed in blue for the BASIC game. P = Prohibited.)

TERRAIN	INF./DIS. CAV.	CAV.	LIMB. ART.	UNLIMB. ART.
Clear	2(3)	1(2)	2(3)	P
Town	6(9)	3(5)	3(5)	P
Woods	5(7)	2(3)	2(3)	P
Cornfield	3(5)	2(3)	2(3)	P
River	P	P	P	
Stream	P			
Ford				
Bridge (1)				

WEAPON/RANGE CASUALTY TABLE

		RANGE IN SQUARES					
WEAPON TYPE	ABREV.	1	2	3	4-6	7-10	11-15
Rifle	RFL	4	2	0	0	0	0
Musket	MSK	3	0	0	0	0	0
	R/M	3	1	0	0	0	0
	R/S	6	2	0	0	0	0
	R/G	4	1	0	0	0	0
		8	2	0	0	0	0
		4	1	0	0	0	0

```
CONFED GRIGSBY-B INF   103 MEN        812
FORT:0 NORMAL DISR:N AMMO:Y CC:IN     7 3
RFL  EFF:83  FT:6  MORALE:77          654
ROAD (3)                 X,Y: 17,25
```

```
JULY3 5:00 AM  (T) REMOVES UNITS      812
(0-8) MOVES  (V)IEW  (P)AGE           7 3
BRIG PHASE 1  (SPACE) GETS UNIT       654
CLEAR (1)               X,Y: 9,34
```

"HIGHLY RECOMMENDED"
"MORE THAN FIRST RATE"
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"REVOLUTIONARY"
"A TRUE CLASSIC"
"A MUST"

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— Computer Gaming World, April 1986

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— COMPUTE! June 1986

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— Computing Today! May 1986

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